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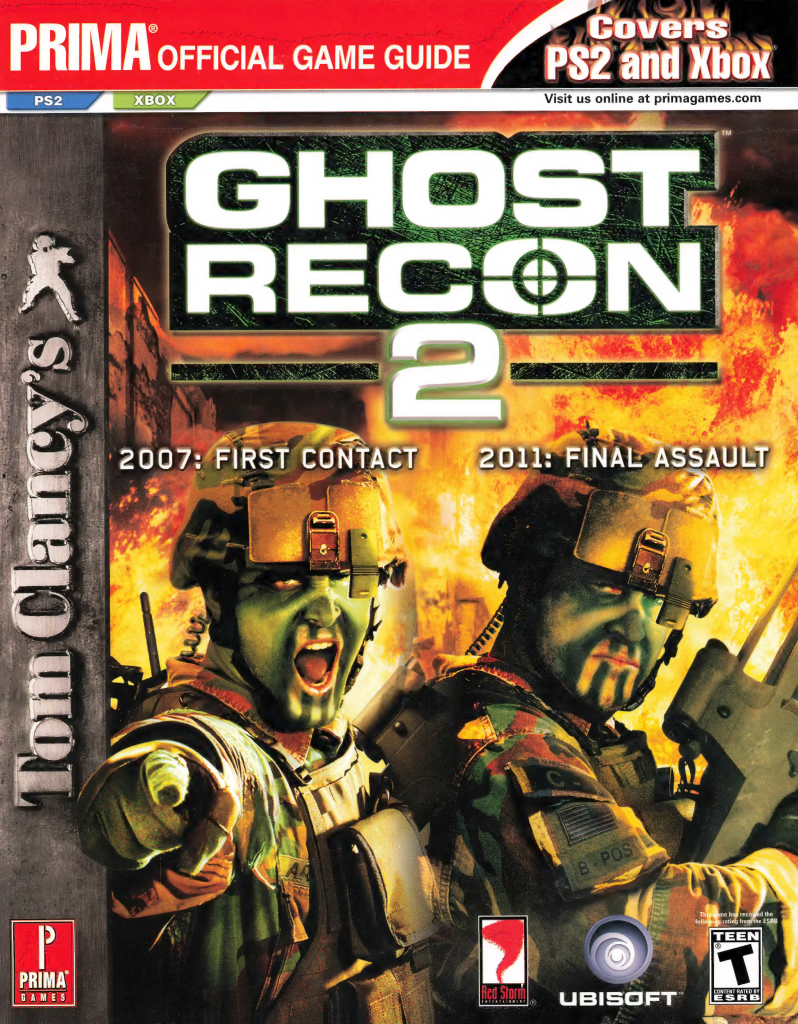

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GHOST RECON 2™

PRIMA OFFICIAL GAME GUIDE

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Design & Layout: Graphic Applications Group, Inc.

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ISBN: 0-7615-4603-0
Library of Congress Catalog Card Number: 2004109800
Printed in the United States of America

04 05 06 07 LL 10 9 8 7 6 5 4 3 2 1

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GHOST
RECON
2
XBOX

America's Elite

The Ghosts move through the night, silent and deadly.

Unseen. Unheard. Unbelievable. They are the Ghosts, the U.S. elite covert action team sent on the missions no one else dares to execute.

They bounce from political hot spot to deadly combat zone, trying to keep the peace through whatever means possible. When the government needs someone to perform a daring helicopter rescue, ace a search-and-destroy tank mission, or recover stolen nuclear missiles, they call on the Ghosts.

Your team deploys into any terrain and any hostile situation.

The current campaign sees the Ghosts in North Korea, battling General Jung's heavily armed troops who have been launching strikes against allied positions. After disrupting the general's battle plans, the Ghosts soon become embroiled in a plot far deeper, and far more sinister, than anyone suspected. It's a race to prevent a catastrophe, and only the Ghosts stand a chance of stopping a madman with a terrible weapon in his hands.

The Ghost team chips away at an enemy position.

We don't know their ranks. We don't know their names. When the Ghosts complete a mission, we never even know it has happened. With war on the horizon and the world poised on the brink of extinction, America's elite protect us all.

You battle enemy infantry as well as attack choppers.

MISSION BRIEFINGS

For those of you who want to keep bullet holes out of your fatigues, this book will get you through the campaign *almost* unscathed. Missions include a raid on an enemy airfield; a race through a destroyed city, fighting against tanks; a rescue of a downed pilot inside enemy territory; even a gunfight inside a ghastly quarry. Of course, you have to live long enough to see them all.

Avoid explosions whenever possible for the health of your squad.

The "Field Training" section explains how to master your military maneuvers, from coordinating movement to operating in complete stealth to employing insidious combat techniques. The "Weapons Briefing" section gives you the complete rundown on the game's weaponry, while the "Xbox *Live*™" section instructs you on the ins and outs of multiplayer battles.

If you're already an expert and want to skip to the single-player mission briefings, flip to "Mission 1: Airfield," which details the game's first objective. This book provides a complete walkthrough on all the mission objectives, enemy positions, pitfalls to avoid, and tips to seize the day.

Are you ready to join the world's elite fighting force?

On this campaign, the Ghosts come face-to-face with remnants of the North Korean Army.

Field Training

It's one thing to hit the bull's-eye on the training ground setup; it's another to plug an enemy when it's kill-or-be-killed time out on a mission. To survive *Ghost Recon 2*, you must learn how to fight under pressure—especially how to fight *and* command a squad of three other elite units. Whether you're a war-torn veteran or a rookie recruit, the following chapter helps you reap the benefits of knowing the fine art of warfare.

Lead a four-man team into enemy territory.

BEST OF THE BEST

Besides your combat training, your weapon selection has the biggest impact on the game.

Unlike many other combat simulations, *Ghost Recon 2*'s soldiers don't have true stats. You and your three teammates are the best of the best, the ultimate soldiers. You can customize your weapons and equipment, but you will always be a four-person squad. Your three companions are set at the mission's start, based on their skills for that particular maneuver—so just grab an M4, a rocket launcher, and some grenades and go toast some enemies.

You must prepare your squad to overcome any challenge.

TAKE CHARGE

Lead your team into battle to avoid unnecessary fatalities.

In nearly every combat situation, it's better for you to lead the charge or dictate the commands to your squad. If you let the game's AI take over and send your team blindly into hot spots, you could lose a member or two even in the simplest of firefights. For example, you may ask your team to run through a valley and position themselves behind some trees on the eastern side, and they'll do just that. However, where you would scour both directions before proceeding, they may not look to the west as they move out into the valley, which means bad news if there's an enemy force there.

If you let your fellow Ghosts lead, they could be in trouble.

RELY ON RECON

Get the edge on the competition with long-range recon.

Know what's ahead of you to plan accordingly. Scout around an area before you or your team charges in. You may spot a hidden enemy on a hill that you wouldn't have noticed otherwise, or you may recognize a trap before it annihilates your whole squad. Also, you must know what to expect so you can adopt the best plan of attack, especially when you must attack and give orders simultaneously. However, in an area where you can't immediately spot an enemy attacker, let your men recon and they might down the threat before you have to worry about it.

TIP

For recon, the marksman weapons have the best scopes and extend your natural eyesight.

Your marksman rifles, like the M14 DMR, extend your vision tenfold.

SQUADRON SUPREME

Use the full strength of your team through the squad commands.

To become the ultimate fighting force, you must master your squad movements. If you try to do everything yourself, you're only using one quarter of your fighting strength.

Advance sends two Ghosts toward the designated position.

The first move to practice is the Advance command. Double-clicking Y signals the troops to move forward to wherever you've positioned your reticle. Two of the Ghosts rush forward to the marked spot, while one of them hangs back to guard your side.

Find a cover spot before advancing your team again.

You mostly use the Advance command to send your Ghosts into cover spots (a clump of trees, a building corner, etc.) as you proceed across the map. When your team is set in cover, break cover yourself and rush to the next cover spot as both teams coordinate and protect each other.

Flank the enemy position for a better shot.

Advance is also particularly useful when you want to force an enemy position. You can Advance your team toward the enemy while you flank the side and set up an easy shot from the exposed angle. As long as you don't send your team into a massacre, you can rack up a lot of enemy kills with the two-pronged attack.

Xbox

Under the Suppression command, the Ghosts unload a clip's worth of gunfire from their present position.

The Suppress command is major cover fire. The Ghosts stay in place and unload a barrage of bullets in the direction you command. When the enemy is bunkered down ahead of you, and you have to break through the position, the Suppress command can lay a hurting on the enemy as the Ghosts fire more bullets than normal. Even more important, Suppress keeps the enemies' heads down, so you can charge through the cover fire to a better position or angle for that one enemy that just won't go down without help.

The Ghosts follow the Hold order and secure an area.

The Hold command keeps your Ghosts from getting into trouble. Many times you must go solo, and you need the rest of the team to sit tight. If you want to sneak up on an enemy position, for example, you don't want four people trampling through the woods to alert the competition. Say you want to set a satchel charge under a parked tank; you don't want to bring the whole team close to that explosion and risk injury. Finally, if you want the Ghosts to fortify an essential area, give them a Hold order to watch the area carefully.

The flanking commands split your Ghost soldiers into two mobile teams.

You have two different flanking commands: Flank Left and Flank Right. When you want to outmaneuver the enemy, use the flanking commands to get the jump on your adversaries.

Two Ghosts flank out into the woods to guard against attack.

A flanking command sends two Ghosts in the appropriate direction while keeping one man back to team with you. This splits up your team so they're harder for the enemy to shoot at, and it sets up a moving crossfire zone in which you hope to catch multiple targets. To engage enemies before they surprise you, flank two of your group in the direction from which you feel they will most likely attack.

Whenever you want to start fresh with your commands, signal a regroup.

You can Regroup at any time by clicking on . Regroup erases a previous order, so, for example, if you have the Ghosts on Hold and need them to immediately support you, Regroup and assign a new command that fits with your ongoing battle plan.

Your Ghosts are ready for action at the touch of a button.

WHICH WEAPON?

Your equipment choices shape how you do on a mission.

You have many weapons to choose from, but get only one rifle and one backup piece. Since your men don't have stats, the guns will define them. Your men automatically choose weapons (you don't choose for them), so you don't have to pay much attention to their equipment. Use whatever information you gain prior to the mission to determine which weapon to originally go with. If you don't beat the mission on the first try—which will almost always be the case—learn from the mission encounters and factor that into a better weapon selection on the next try.

TIP

If you run low on ammo, pick up a weapon from a downed enemy. Just remember that it might not be the same type of weapon that you started with.

Match your weapon to the mission type.

RELOAD TIME

Check the reload time on each weapon you use.

Check all your weapons' reload times. Some guns take forever to rearm; there's no more helpless feeling than having an empty gun when the crucial moment comes to take down the enemy. If you choose a weapon with a long reload delay, have a full clip before each skirmish. It might even be faster to switch to your backup pistol for a quick barrage than to reload your primary rifle.

Don't be caught in the middle of enemies with a slow-reloading weapon.

BOMBS AWAY!

An M3A2 MAAWS missile can take out a group of enemies in the field.

For most missions, you have a rocket launcher slung over your back. You can nail attack helicopters, tanks, jeeps, and trucks with an M3A2 MAAWS missile, and you can use it to take out a huge chunk of the enemy. When you have an extra rocket left over (or extra supplies nearby), shoot a missile into a large enemy group at maximum missile range. It's like a super grenade blast, and you can soften troops with a single pull of the trigger.

An attack chopper goes down with a single anti-armor missile.

STOCK PILE

Survey the location of all your supply crates for reloading later on.

There are crates of ammo in almost every mission that can restock your supply. Notice the location of these open green crates, and return to them if you need more bullets or more missiles for your rocket launcher. If you have supply crates somewhere in the area, you can fire off extra attacks to soften up the enemy; then you can double back, pick up more artillery, and return to the weakened enemy position. You can also restock your bullets by grabbing ammo from fallen soldiers on the battlefield.

Restock your bullets and explosives at a supply crate.

TIP

On a mission where you rely heavily on blowing things up and don't have extra supply crates, take along a satchel charge for three more explosives.

MAP QUEST

The map gives you an overview of the mission area and its objective points.

While searching for mission objectives, the map can save you hours. Objectives are marked with a white-ringed circle symbol on the map; search for these with the map fully open and it leads you to the prize. Plan your attack patterns based on the terrain between you and your objective. Avoid open areas like roads and fields, and bounce from hills and trees to stay in cover and to spy the enemies in time to take advantage of the situation.

You can zoom in on the map to get a better look.

GANGING UP

You could attack an enemy position by yourself, but it could prove painful.

Normally, your team travels as a group with you at the point. When a confrontation occurs, depending on the terrain and obstacles around, your men back you up, but you take the brunt of the attacks. That's okay if you like to be in control or are really good at escaping damage; it's not okay if you're low on life or about to enter a trouble spot.

Send your team to flank one side of the enemy.

Why do all the work yourself? You operate more effectively in tandem with your squad. A simple Advance command can send two teammates to a position, while you head to a different location, possibly to flank the enemy or cover two different zones. You could also ask your team to Hold in an area and watch your back while you scout out an unknown section of the map.

CAUTION

When separating from your squad, be careful not to hit each other in the crossfire.

A two-pronged attack rips through the enemy.

Perhaps the most useful function of the tandem is the two-pronged attack. If an area has two access avenues, for example, you could send your team to advance on one while you run for the other. The enemy will be flustered by two different attacks, and you gain some extra time from the confusion. In areas where there are multiple actions, speed things up by having your team do one thing while you do another, such as having the team engage a defensive bunker while you slip into the rest of the compound undetected.

A combined attack is always superior to a solo strike.

BACK ATTACK

Hug the wall for extra protection during a firefight.

Don't expose yourself to unnecessary fire. A frequent mistake made by beginners is charging into a new area to see what's there. Granted, if you're willing to restart the mission over and over, you can learn the lay of the land that way, but it's painful. A safer course might be a plan like this: when entering an area, rounding corners, and descending hills, always have your gun facing the new area. By hugging building walls and trees with your back, you gain cover and maintain a position on your eventual enemies.

Even ruins such as a partial brick wall can serve as adequate cover.

ADVANCED FLANKING

You don't want to siege the enemy by yourself.

Shooting from one position can work, but shooting from two different positions is twice as effective. If you can catch the enemies in a crossfire, they won't know what hit them. During the confusion, mow them down as they try to decide who to go after.

Flank your team to the left, so you attack the enemy jeep from two different approaches.

When attacking a difficult enemy position, analyze if there is more than one avenue of attack. If there is, use it. Send your men to one of the strategic spots (maybe to a rooftop) while you head for the second one (maybe crouched by a wall).

Sneak up on the enemy jeep from your side.

Attack simultaneously and drive the enemies to panic. They may not know what direction to turn, so as they swing to attack your men, cut them down from the side (and vice versa, as your men protect you). By flanking them, you set up a nice crossfire to catch them with the most hits.

Fire on the enemy target to cause panic and inflict as many hits as you can.

The battle goes much faster than if you had attacked from a single point. Sometimes, fights like that can go on a long while as you trade shots back and forth. Inevitably, you take damage from a gunfight like that, so work together as a team to cut down on unnecessary harm.

The crossfire wipes out the resistance at the jeep.

NIGHT SIGHT

Night vision illuminates the countryside under the moonlight.

On nighttime missions especially, use your special vision. Night vision can brighten the darkness into daylight conditions, and you certainly notice movement better with the brighter whites against the green.

CAUTION

In night vision mode, watch out for explosions. The flash of a muzzle or a grenade explosion can temporarily blind you, and that's all the time the enemy needs to drop you permanently.

With your enhanced vision, you can spot the enemies in the dark.

COVER UP

Jump from cover spot to cover spot as you converge on your objective point.

Next on your agenda is to storm an area guarded by a slew of enemies. Use cover spots and have your team cover you as you progress farther into enemy territory. So how do you maximize cover fire?

First, remove any enemy patrols from the insertion zone.

First, clear out the initial area. Survey the locale and pick out a good cover area. With the initial area around an insertion point emptied out of enemies, you can safely pick a heavy cover area that is on your route toward the first objective. Send your team into one cover area (such as a band of trees), while you move to another spot spaced out from them (possibly lying prone on top of a small hill).

Command your squad to take up a defensive position on the ridge.

When you're in position, you've set a trap for anyone who messes with you. If anyone shows, you get a few seconds of free fire time on them while they determine your location. Most of the time, that's enough to down them without a fight. If not, they still have to scramble for the cover that you already enjoy.

The enemy may walk into an ambush if you're properly positioned.

If there is no enemy movement, wait a few seconds, then advance on the next cover spot ahead. As you sprint into the area, enemies might pop up, but your team identifies them quickly and eliminates them from their position. On your own, you would have to fight five-to-one odds.

Your team covers you as you break for a new location.

The only way to survive dangerous situations is to work together. The Cover command can serve as excellent defense in the right circumstances. It's rare that you'll want to move about on any mission out in the open, unless you have no other choice.

The enemy falls with a well-coordinated attack.

PLAY AROUND

Give every weapon and combat maneuver a shot—literally.

Experiment with your weapons and team configurations until you like what you see. Impressed with how your team reacts during a search-and-destroy sequence? Load up on more grenades and use them to clear the way. Do your tactics lean toward the stealthy? Arm yourself with suppressed-fire weapons and become silent commandos. The only way to become the ultimate commando team is to maximize your strengths and minimize your weaknesses; don't ever let the enemy see you weak.

You'll be the one on top with a little practice.

Weapons Briefing

Your mission succeeds or fails depending on the weapons that you choose. You might be the nimblest marksman the game has ever seen, but if you take your SPR-468 into a close-combat firefight, you don't have a prayer of surviving. Need to blow up a couple of tanks and forgot to lug some plastic explosives or a rocket launcher along? Your odds aren't stellar.

With more than 50 weapons from which to select, where do you start? Each gun has a combination of factors, such as range, accuracy, and damage potential; each gun also has specialties such as suppressed fire or a grenade launcher attached to the barrel. Depending on the mission's objectives, you might want a weapon with a long-range scope to recon at a distance or you might want a machine gun that will mow down enemies as they charge your fortified bunker.

After you advance past the first few missions, your equipment options break down by weapon class. There are four main weapon classes—grenadier, gunner, marksman, and rifleman—and you must decide which class gives you the best chance to beat that particular mission's objectives to access the strongest crop of weapons.

We examine each main weapon classification and the weapons organized within the class. Read through these briefings before you choose your weapons and practice with each one to discover your own preferences, and you'll soon have an idea of the firepower at your fingertips.

GRENADIER

When you want a little more firepower than a standard soldier, strap on some extra grenades, courtesy of the grenadier. You lack the speed of a rifleman's weapon and the range of a marksman's weapon, and though you don't carry as many bullets as a gunner, you can probably inflict more damage with your explosives.

M16/M203

Affiliation: Ghost Weapon

Missions Gained: 1

Caliber: 5.56 x 45 mm/40 mm

Description: This rifle features accurate fire and an underslung grenade launcher. While it is slower to aim than the M4, it provides more accurate fire.

Strategy: The flexibility to switch from bullets to grenades, depending on your situation, is a lifesaver. For quick switches, click on 9 to alternate hardware in under a second.

M4/M320

Affiliation: Ghost Weapon

Mission Gained: 5

Caliber: 5.56 x 45 mm/40 mm

Description: The M4 is faster to aim than the M16, although it is slightly less accurate. The light weight of the M320 is also an improvement over the older M203 launcher.

Strategy: In general, you want to be faster on the draw, so the M4 version is an upgrade from the M16/M203. Since it's less accurate than the M16, immediately switch the M4 over to three-shot burst so you have a better chance of striking your target with a volley of bullets.

M8/M320

Affiliation: Ghost Weapon

Mission Gained: 10

Caliber: 5.56 x 45 mm/40 mm

Description: The M8 carbine with an M320 launcher is a lethal platform. While slightly bulky, this weapon provides fast and accurate fire.

Strategy: The best of the grenade-launching weapons, the M8/M320 packs a mean punch. The M8/M320's only downside is its long reload time. It takes approximately four seconds to throw another clip in, so it's not the weapon to take into a battlefield where enemies keep coming at you every few seconds.

SA-80/AG36

Affiliation: Allied Weapon

Missions Gained: —

Caliber: 5.56 x 45 mm/40 mm

Description: This is the SA-80 with the side-loading 40 mm AG-36 grenade launcher attached.

AK-47/T91

Affiliation: Enemy Weapon

Missions Gained: —

Caliber: 7.62 x 39 mm/35 mm

Description: This is the AK-47 rifle fitted with an underslung 35 mm Type-91 grenade launcher.

T-87A/T91

Affiliation: Enemy Weapon

Missions Gained: —

Caliber: 5.8 x 42 mm/35 mm

Description: This is the Type-87A rifle fitted with an underbarrel Type-91 30 mm grenade launcher.

T-95/T-91

Affiliation: Enemy Weapon

Missions Gained: —

Caliber: 5.8 x 42 mm/35 mm

Description: This is the Type-95 rifle fitted with an underbarrel Type-91 grenade launcher.

GUNNER

When you want lots of support fire, call on the gunner. The gunner's heavy machine guns can lay a pounding on the enemy. They may not be as accurate as your sniper rifles or the average assault rifle, but the gunner's guns can fight through an army with ammo left over.

Mk 46 SAW

Affiliation: Ghost Weapon

Mission Gained: 1

Caliber: 5.56 x 45 mm

Description: The latest special-ops variant of the M249 Squad Automatic Weapon, the Mk 46 has a high rate of fire and is fed from a 200-round belt.

Strategy: Watch that you don't use up the Mk's ammo too quickly. Unlike the other three machine guns, the Mk 46 SAW has a 200-round clip (the others have 100-round clips), but it only carries two such clips for a total of 400 shots (the others have five clips for 500 shots).

M240B LMG

Affiliation: Ghost Weapon

Mission Gained: 5

Caliber: 7.62 x 51 mm

Description: The M240B LMG replaced the M60 in the U.S. Army. It is designed for heavy suppression fire and is fed from a 100-round box magazine.

Strategy: As soon as it's available after the fourth mission, take the M240B LMG as an easy upgrade from the base machine gun, the Mk 46 SAW. It holds 100 more bullets, and it deals more damage per hit than any of the other three machine guns. Its reload is a bit slow, but you can always sling it for your pistol if you need a quicker weapon.

MG36

Affiliation: Ghost Weapon
Mission Gained: 7
Caliber: 5.56 x 45 mm
Description: The Squad Automatic Rifle variant of the G36, the MG36 is fed from a 100-round drum magazine and features a heavy barrel for sustained fire.
Strategy: The MG36 is the only one of the four machine guns with all three firing options. The other three machine guns are stuck on autofire; you can flick the MG3G to single shot and three-burst autofire. It's a very nice luxury for those times when you're running low on ammo and need to slow down the rate of fire.

M8 AR

Affiliation: Ghost Weapon
Mission Gained: 10
Caliber: 5.56 x 45 mm
Description: The Automatic Rifle variant of the M8 rifle is fed from a 100-round drum magazine and features a heavy barrel for sustained fire.
Strategy: Where some of your other machine guns lose more and more accuracy the longer you hold down that trigger, the M8 AR is built for sustained fire. If you have a tendency to "burn the barrel" and release a swarm of bullets at once, you want to rely on the M8 AR—you kill a few more enemies that way.

QJY-88 LMG

Affiliation: Enemy Weapon
Missions Gained: —
Caliber: 5.8 x 42 mm
Description: Developed in China, the QJY-88 was manufactured to be the first belt-fed machine gun to fire the 5.8 mm round. It has a high rate of fire coupled with manageable recoil.

RPD LMG

Affiliation: Enemy Weapon
Missions Gained: —
Caliber: 7.62 x 39 mm
Description: This light machine gun was developed by the Soviets after WWII and has been used by North Korea since the 1960s. It is fed from a 75-round drum.

T-95 LMG

Affiliation: Enemy Weapon
Missions Gained: —
Caliber: 5.8 x 42 mm
Description: A variant of the T-95 rifle, the T-95 light machine gun features a 75-round drum magazine and is more maneuverable than the QJY-88 LMG.

MARKSMAN

You may not shoot a lot of bullets with a sniper character, but you'll pick enemies off from a mile away. The marksman makes the best recon soldier, since the marksman's weapons come equipped with the most powerful scopes in the game.

SPR-468

Affiliation: Ghost Weapon
Mission Gained: 1
Caliber: 6.8 x 43 mm
Description: The latest variant in the SPR rifle program, the 468 is chambered in the new 6.8 mm cartridge, a heavy-hitting round with manageable recoil.
Strategy: Your base sniper weapon does everything fairly well. However, don't take it on any mission where you'll be in close contact with the enemy. It's ideal, however, for outdoor missions where you have to cover a lot of ground.

M14 DMR

Affiliation: Ghost Weapon
Mission Gained: 5
Caliber: 7.62 x 51 mm
Description: The M14 was first issued in the 1950s and is known for accuracy and stopping power. Recently, it has been reissued as a designated marksman rifle.
Strategy: Two main factors place the M14 DMR above the SPR-468: damage potential and rate of fire. Each M14 bullet hits harder, and the fluid trigger action enables you to snap off multiple bullets at once. When you're good at controlling the M14 DMR, it almost seems like it's a semiautomatic.

M8 Sharpshooter

Affiliation: Ghost Weapon
Mission Gained: 10
Caliber: 6.8 x 43 mm
Description: The squad marksman rifle variant of the M8 features an extended barrel and advanced optics. Its light weight makes it quick to aim.
Strategy: Similar in nature to the M14 DMR in terms of its rate of fire, the M8 sharpshooter has better average accuracy. It has slightly less damage potential from the M14 DMR, so it's a choice of more hits over less stopping power.

FAMAS G2S

Affiliation: Ghost Weapon
Mission Gained: 12
Caliber: 5.56 x 45 mm
Description: A marksman variant of the standard FAMAS G2, the G2S is modified with an accurate long barrel and lowered scope rail mount.
Strategy: Unlike the other three marksman rifles that run 14 clips of 20 bullets apiece, the FAMAS G2S only carries 9 clips, but each clip contains 30 bullets. With a sniper rifle, you shouldn't burn through your ammo, so it's more convenient to reload less often.

KBU-88 Sniper

Affiliation: Enemy Weapon
Missions Gained: —
Caliber: 5.8 x 42 mm
Description: The sniper variant of the Type-95 rifle was designed to replace the SVD. It fires the high-velocity 5.8 mm round and is both lighter and more accurate than the SVD.

SKS 84-M

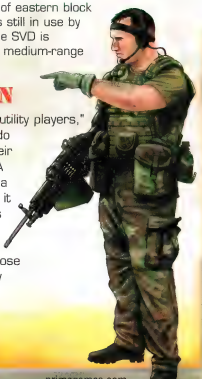
Affiliation: Enemy Weapon
Missions Gained: —
Caliber: 7.62 x 39 mm
Description: With thousands of SKS rifles in their inventory, the North Koreans reworked them into the SKS 84-M, which is more accurate than the AK-47 and mounts a scope.

SVD Sniper

Affiliation: Enemy Weapon
Missions Gained: —
Caliber: 7.62 x 54 mm
Description: The standard sniper rifle of eastern block countries, the SVD is still in use by several countries. The SVD is considered a reliable medium-range sniper platform.

RIFLEMAN

Your riflemen are the "utility players," versatile soldiers that do everything well, and their weapons reflect that. A rifleman's weapon has a medium range (placing it between a marksman's and gunner's weapon) and is easily wielded, making it perfect for close encounters with enemy resistance.



M4 Carbine

Affiliation: Ghost Weapon
Mission Gained: 1
Caliber: 5.56 x 45 mm
Description: This is the standard-issue weapon of the U.S. Special Forces. It is average in accuracy and firepower and is useful both in the field and in close quarters.
Strategy: Your base rifleman weapon gives you the flexibility to charge into battle and cap enemy targets at the slightest sign of movement. Steer clear of it if you need to attack enemies at long range.

SA-80

Affiliation: Ghost Weapon
Mission Gained: 3
Caliber: 5.56 x 45 mm
Description: The standard rifle of the British Army, the SA-80 has recently undergone several reliability upgrades. It is a bull-pup design that features a standard SUSAT 4x sight.
Strategy: The SA-80 comes with a 4x sight, giving you slightly greater range than the standard M4 carbine. Even with the sight, you will have to engage close to the enemy before your accuracy becomes reliable.

M4 Scoped

Affiliation: Ghost Weapon
Mission Gained: 5
Caliber: 5.56 x 45 mm
Description: This M4 features an advanced combat optic. It is slightly slower to aim than the regular carbine but has a 4x magnification.
Strategy: The M4 with the better range, but you sacrifice a little speed for the ability to "reach out and touch someone." In general, it's better to have the range advantage over your adversaries; naturally, if you hit them before they hit you, there's no chance of taking unnecessary wounds.

M8 Carbine

Affiliation: Ghost Weapon
Mission Gained: 10
Caliber: 5.56 x 45 mm
Description: The M8 carbine is the most advanced rifle available to the infantry. Made of advanced materials, it is quick to aim and very accurate.
Strategy: As a rifleman, you'll learn to love this little weapon. Its enhanced accuracy makes it super deadly—a bullet or two penetrates enemy armor and drops most targets. If this is an option for your rifleman, take it over all others.

G36K

Affiliation: Allied Weapon
Missions Gained: —
Caliber: 5.56 x 45 mm
Description: The standard rifle of the German Special Forces, the G36K is a light-weight assault carbine. It features a built-in red-dot sight.

AK-47

Affiliation: Enemy Weapon
Missions Gained: —
Caliber: 7.62 x 39 mm
Description: The standard weapon of the North Korean Army since the 1960s, the classic AK-47 provides a reliable infantry weapon, although it is not known for its accuracy.

T-87A Rifle

Affiliation: Enemy Weapon
Missions Gained: —
Caliber: 5.8 x 42 mm
Description: China refitted the Type-81 rifle to their new 5.8 mm round, making the Type-87A. This rifle has less recoil than the AK-47, while still retaining hitting power.

T-95 Carbine

Affiliation: Enemy Weapon

Missions Gained: —

Caliber: 5.8 x 42 mm

Description: Developed by China in the late 1990s, the Type-95 is a bull-pup rifle that fires a high-velocity 5.8 mm round. China supplied North Korea with several units in 2010.

LONE-WOLF WEAPONRY

During your campaign against General Jung, you embark on three solo, or "lone-wolf," challenges (missions 4, 9, and 14). It's just you playing Captain Mitchell against a slew of North Korean soldiers on each mission. You won't have a choice of weapon—it's the M29 each time. Fortunately, it's a weapon you'll love to play.

M29

Affiliation: Ghost Weapon

Missions Gained: 4, 9, 13 only

Caliber: 5.56 x 45 mm/20 mm

Description: Integrated with the IWS gear, the M29 provides direct and indirect firepower with its gun camera, target designator, and airburst grenades.

Strategy: Get used to this weapon—it's your companion on one-fifth of your missions, and it is your only protection against the enemy on those lone-wolf missions. It has decent medium range, but its true power comes from its 12 grenades that you can launch rapid-fire any time you like.

T-95P System

Affiliation: Enemy Weapon

Missions Gained: —

Caliber: 5.8 x 42 mm/30 mm

Description: Developed in China, this prototype system is an attempt to copy the U.S. OICW program, based on the Type-95 assault rifle.

BACKUP PISTOLS

When your rifle runs out of ammo, pull out your backup pistol to finish the job. The only times to choose a pistol over a rifle are if you have a long-range rifle and you find yourself in a close-combat situation, or if you want to go into stealth mode and need to rely on the suppressed pistol fire to sneak you through an area.

M1911

Affiliation: Ghost Weapon

Missions Gained: All

Caliber: .45

Description: The M1911 was the official sidearm of the U.S. for over 70 years. Several Special Forces units still prefer the M1911 due to the stopping power of the .45 round.

Strategy: Choose this pistol as your default backup most of the time. Its .45 caliber round strikes more damage than its M9 counterpart. If you need your backup, you want a gun that will stop the enemy in the least amount of shots.

M1911 SD

Affiliation: Ghost Weapon

Missions Gained: All

Caliber: .45

Description: The M1911 with an attached suppressor provides almost silent fire with less recoil. The pistol is slightly more bulky to carry with the suppressor attached.

Strategy: It's the same as the M1911, except it has an added silencer. The silenced version does less damage, so unless you want the stealth potential, the regular version outperforms this one.

M9

Affiliation: Ghost Weapon

Missions Gained: All

Caliber: 9 x 19 mm

Description: The M9 pistol is the standard sidearm of the U.S. military. It has a high magazine capacity and low recoil.

Strategy: When you whip out your pistol and fight the enemy at point-blank range, it really doesn't matter what gun you've got in your hand. The M1911 might be superior, but you'll be happy to have the M9 if you find yourself out of rifle ammo and an enemy is baring his teeth in front of you.

M9SD

Affiliation: Ghost Weapon

Missions Gained: All

Caliber: 9 x 19 mm

Description: This M9 pistol is fitted with a suppressor for quiet fire, with less power and recoil.

Strategy: You can take this silenced version of the M9 on assassination missions for a quiet kill. You might want to take a pistol with a silencer (though the M1911 SD is better) on your lone-wolf missions to give you the option of a sneak attack.

QSZ-92

Affiliation: Enemy Weapon

Missions Gained: —

Caliber: 9 x 19 mm

Description: The QSZ-92 pistol was developed by China to replace the older Type-54. North Korea adopted the high-capacity QSZ-92 to equip its Special Forces troops.

QSZ-92 SD

Affiliation: Enemy Weapon

Missions Gained: —

Caliber: 9 x 19 mm

Description: This is the QSZ-92 pistol with a suppressor attached. The suppressor reduces recoil but adds weight and bulk to the pistol.

T-54

Affiliation: Enemy Weapon

Missions Gained: —

Caliber: 7.62 x 25 mm

Description: The Type-54 pistol was based off of the Soviet Tokarev T-33 and was popular with communist block countries. It is slowly being replaced by newer pistols.

T-54 SD

Affiliation: Enemy Weapon

Missions Gained: —

Caliber: 7.62 x 25 mm

Description: This is the Type-54 pistol with a suppressor attached. The suppressor reduces recoil but adds weight and bulk to the pistol.

ANTI-ARMOR WEAPONS

Tanks can blow you up with a single shell. Enemy trucks with their machine-gun turrets can rip through a squad with the fury of a tornado. Your anti-armor rocket launcher stands between you and the much bigger, much tougher, armored vehicles.

M3A2 MAAWS

Affiliation: Ghost Weapon

Mission Gained: 1

Caliber: Explosive

Description: The "Multi-Role Anti-Armor Anti-Personnel Weapon System" is the Ghosts' primary weapon for destroying armored vehicles. The M3A2 has substantial weight savings over older models.

Strategy: Attack choppers, armored tanks, and enemy jeeps all fall to a single M3A2 missile—if you hit the target. Don't rush your rockets. You only get three on a mission, and most missions require you to hit with all three. A single miss could doom your mission; aim and wait for your target to pause before firing.

PF-89 LAW

Affiliation: Enemy Weapon

Missions Gained: —

Caliber: Explosive

Description: The PF-89 Light Anti-Armor Weapon was adopted by North Korea to replace the aging RPG-7 system for destroying armored vehicles.

EXTRA EQUIPMENT

Sometimes you need more than your rifle and backup pistol, such as a handful of grenades or a laser designator to guide air strikes down on the appropriate targets.

Claymore

Affiliation: Ghost Equipment

Missions Gained: Mission Dependent

Description: The U.S. Army's M18A1 claymore provides an antipersonnel directional charge. It can be placed and remotely detonated.

Strategy: If you get in a pinch and need to blow up a stationary enemy vehicle, a claymore might do the trick. Place the claymore directly under the vehicle's engine, and with a little luck you can trigger the detonation from a safe location and blow up your objective.

Demo Charge

Affiliation: Ghost Equipment

Missions Gained: Mission Dependent

Description: The demo charge is a shaped charge used to destroy valuable targets. It is remotely detonated by Command when friendly troops are clear of the area.

Strategy: Sometimes a bridge has to go, or Command wants a particular building turned into rubble. On demolitions missions, you must haul along the necessary demo charges to do the job.

Laser Designator

Affiliation: Ghost Equipment

Missions Gained: Mission Dependent

Description: This compact model is a replacement for the bulky Lightweight Laser Designator Rangefinder (LLDR). The laser designator is used to guide air strikes onto targets. When locked on, GPS systems guide the missiles in.

Strategy: As with the demo charge, you must take a laser designator on any mission where Command needs you to "light up" air-strike targets.

M67 Grenade

Affiliation: Ghost Equipment

Missions Gained: Mission Dependent

Description: The M67 fragmentation grenade is the standard-issue antipersonnel grenade used by U.S. forces.

Strategy: This is your default fourth equipment slot on most missions. When enemies lie entrenched in a position that you can't exploit with your rifle skills, break out a frag and shake things up a bit.

Satchel Charge

Affiliation: Ghost Equipment

Missions Gained: Mission Dependent

Description: The U.S. Army's M183 satchel charge contains a high amount of plastic explosives primed with a timed fuse. It can destroy armored vehicles.

Strategy: On any mission that requires you to destroy several enemy vehicles, take along the satchel charge as backup for your M3A2 MAAWS. You must get up close to the target to slide the satchel charge under the vehicle, but having three more explosives is better than failing a mission because you ran out of rockets.

T-01A Claymore

Affiliation: Enemy Weapon

Missions Gained: —

Description: The North Korean copy of the U.S. claymore provides an antipersonnel directional charge. It can be placed and remotely detonated.

T-86 Grenade

Affiliation: Enemy Weapon

Missions Gained: —

Description: The Type-86 fragmentation grenade is the standard-issue antipersonnel grenade used by the North Korean forces.

T-89 Satchel Charge

Affiliation: Enemy Weapon

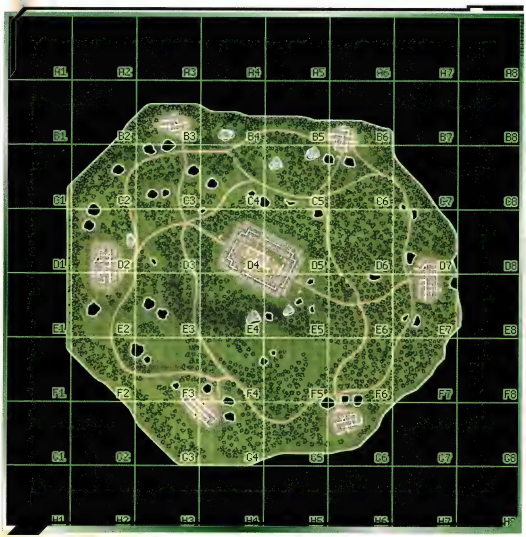
Missions Gained: —

Description: The North Korean T-89 satchel charge contains a high amount of plastic explosives primed with a timed fuse. It can destroy armored vehicles.

Xbox Live™

ANCIENT RUINS

Several ruins anchor this forest-filled map. Each of the seven ruins is uniquely shaped, so memorize the patterns of the stone walls. That way, when you arrive at a site, you won't get lost in the stonework maze, and you won't let the enemy surprise you from a better position. If you hold the center ruin, you can quickly strike anywhere on the map. However, holding that center ruin can prove troublesome, with all the open real estate that surrounds the largest site.



DEVELOPER TIP

This map is all about maneuvering. There is lots of dense foliage, so use it to cover your advance, and hit people from lots of different directions at once.

—Gary Stelmack, Design Lead

DEVELOPER TIP

If you are guarding one of the ruined buildings, try to get people in a perimeter around it. The people on the defense have a definite advantage, so counter it with a judicious use of explosives to soften up your target before moving in.

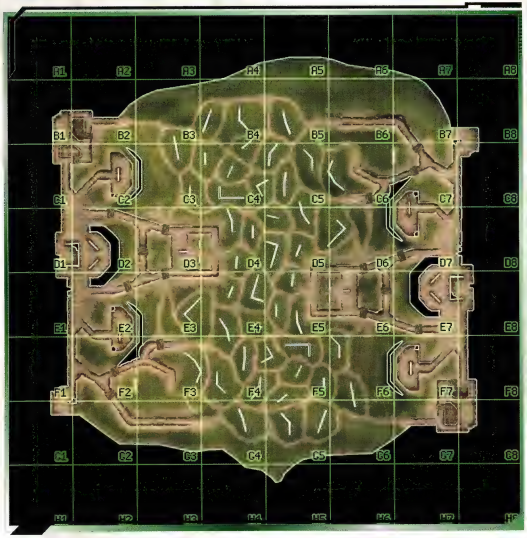
—Gary Stelmack, Design Lead

TIP

Hug the border when assaulting an enemy-held ruin. It's possible to sneak behind the defenders, who will probably be preparing for an attack from the map's center. You also eliminate any counterattack from the border side, which enables you to focus your field of fire directly on the ruins.

BUNKERS AND TRENCHES

Imagine if you were on the front line and the enemy fortress was just over the hill—well, several hills. The aptly named "Bunkers and Trenches" holds a large field of humplike hills and walls that provide ample cover spots for charging soldiers on either side. Along the east and west boundaries lie the respective home fortresses of each team. The fortresses stand up on higher hills and give a great command view of the mazelike middle field. Despite the cover, it takes a coordinated effort to reach the opposing bunker and storm it for the victory.



DEVELOPER TIP

Teamwork is critical for this map. Your snipers have a good line of fire from inside the bunkers up until someone gets onto your side of the map. So, make sure you have some gunners watching for people getting close to your base.

—Gary Stelmack, Design Lead

DEVELOPER TIP

If you see a sniper on the opposing side, a good rocket or airburst grenade through those bunker openings can really mess up their day.

—Gary Stelmack, Design Lead

DEVELOPER TIP

If you can quickly set up snipers on either end of your team's bunker to monitor the entrances and exits to the opposing bunker, you'll gain an immediate and devastating advantage.

—Jon Schweitzer, QC Coordinator

DESTROYED CITY

Remember your solo mission to light up a few tanks in the fourth mission? You can revisit that bombed-out city in all its debris-ridden glory on the multiplayer map version. Unlike the solo map, which gave you a linear path, the multiplayer map has no beginning or end, and you can climb through the blasted buildings and run around the shattered streets to your heart's content. There is so much cover that the enemy could attack from anywhere. Be aware of your surroundings and always have an escape route planned in case of disaster.

DEVELOPER TIP

There is one key area here to control. You want to grab the ledge in the middle of the map. It provides a good vantage point with great cover. Take a buddy along to cover the only entrance up here, though, as someone can sneak up on you from behind.

—Gary Stelmack, Design Lead

DEVELOPER TIP

If someone gets up on the middle ledge, the best way to take them out is to toss a grenade up there from right against the wall, or to use an airburst grenade from far away.

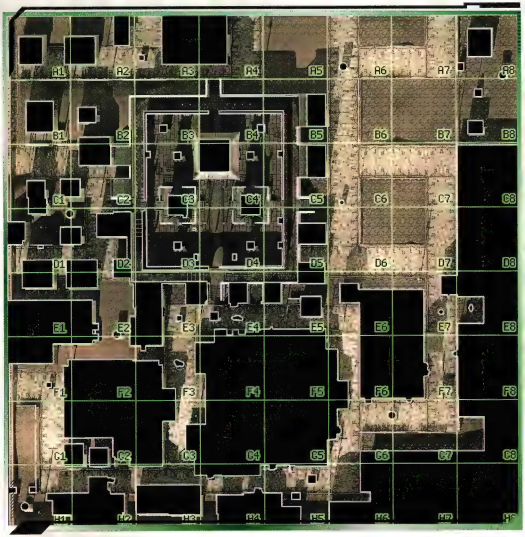
—Gary Stelmack, Design Lead

TIP

If you know the single-player map (mission 4), you'll recognize sections of the multiplayer version. Be careful, though, the map loops around so there is no start and finish, and what might have once been a street section could now be a dead end.

GHOST VILLAGE

If it weren't for the warfare that's inevitably going to be waged on this map, this place would be beautiful. The village is covered in a thin mist at early sunrise, and its cobblestone paths and parks invite you to sit down and take five. That all changes when the bullets start flying. With dozens of intersections and stairs leading to all sorts of different levels, you can hide in seconds or come upon the opposition quite unexpectedly. Keep on your toes and get in the habit of looking over your shoulder a lot so you can maintain a 360-degree field of vision any time you move out in the open.



DEVELOPER TIP

Watch the streets. There are lots of great alcoves to hide in, and keep an eye on people coming down the streets.

—Gary Stelmack, Design Lead

DEVELOPER TIP

Around the central courtyard is a walkway that gives you some great views on your opponents, but be careful up there because you do not have much cover.

—Gary Stelmack, Design Lead

TIP

When the action heats up and the opposition has a leg up on your position, beat a strategic retreat to the southern half of the map. The streets around the large buildings are a more controlled environment, and you can hold off a large force from the key intersections.

LOST CONVOY

It's almost two maps in one—swamp to the west and fields and cliffs to the east—with a crater-pocked road separating the two disparate halves down the middle. You can explore the swamp for hours, but much of the action is out on the firm ground where the visibility is infinitely better and the elevation beckons those with long-ranged weapons. The slopes to the north are much easier to access than the rugged, impassable cliffs to the south. However, there is a secret passage up the south slope that loops you behind the southeastern plateau.

DEVELOPER TIP

The swamp area can slow you down, so people tend to be afraid to go into it too much. Don't be, you have good cover, and people do not expect you to come from that area.

—Gary Stelmack, Design Lead

DEVELOPER TIP

Marksmen and gunners can have a field day on this map because of how open it is, but always remember to watch your back. Of course, a well-placed antitank rocket or grenade can really ruin their day too.

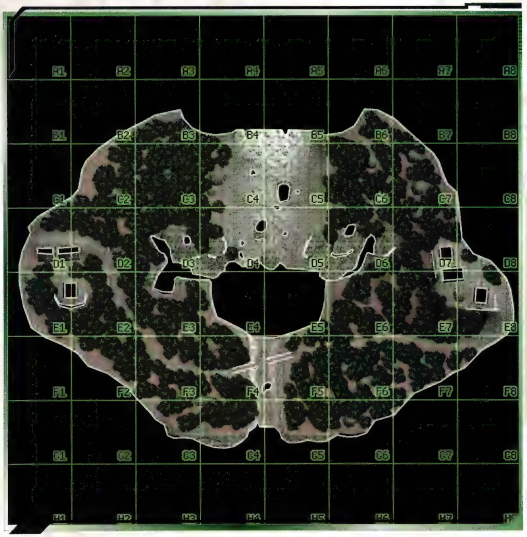
—Gary Stelmack, Design Lead

TIP

The cliffs on the map's eastern half can rule the battle. From up on that elevated height, you can shoot down on the road below and on the outskirts of the swamp, ignoring many of the cover spots.

MOUNTAIN FALLS

A great waterfall divides the two forested halves of this map. It's a fairly symmetrical layout with a hanging footbridge connecting the two sides at the bottom of the falls and the passable shallow waters linking the two halves at the top. The superior terrain is up the hill on either side, and the top of the waterfall offers a grand view of the map's middle and lower center. Despite all the trees, there really aren't many places to hide on the map, so you're better off planning a strategy and aggressively following through on that strategy once the game begins.



DEVELOPER TIP

The high ground is key here. Control the area at the top of the waterfall, and you will dominate the map.

—Gary Stelmack, Design Lead

DEVELOPER TIP

Just watch out, though, at the top of the waterfall. You cannot look in all directions at once, and you will have people gunning for you from below and to your sides. And, if you see someone up on the waterfall, a well-placed rocket can send them flying down the cliff, which can be very satisfying.

—Gary Stelmack, Design Lead

TIP

If you want to assault one of the bungalows, use the rocks and trees to approach the structure from underneath its rock wall. At the wall's base, you can shake things up with a few grenade tosses up onto the terrace above.

PENINSULA

The fog on this map hides enemies at range, but the game is really about controlling the individual islands. The eastern island is wide open except for the single tower, but on the other three islands, you face a close-combat battle among the houses, awnings, and occasional cart. Look for any advantage in the terrain, such as the stone staircase on the northern island that offers great protection and multiple attack points into the heart of that island.

DEVELOPER TIP

Rely on your radar in this map. Close-in sight lines make it hard to spot people, so early warnings are key.

—Gary Stelmack, Design Lead

DEVELOPER TIP

You can get up on some building roofs. This is a great position to hit people from, since grenades just roll right off. Of course, rifle grenades and rockets detonate on impact, so you are not invulnerable up there either.

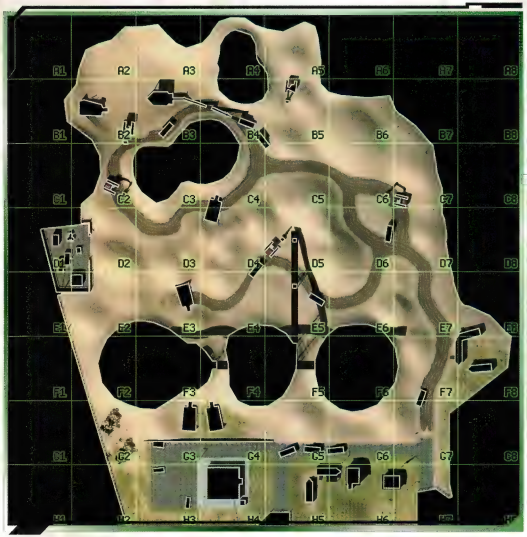
— Gary Stelmack, Design Lead

TIP

The bridges are your danger points. The north and south islands can only be reached by bridge, and a wise enemy will lie in wait with a sniper rifle or rocket launcher to catch you at those exposed points. Run full speed across these bridges to avoid a deadly wound.

SAND MINE

You get a taste of the desert with this map. Three-quarters of the map is covered in sand, and the sand dunes provide cover and vantage points if you're brave enough to climb to the top and wave your gun around. There are plenty of vehicles to use as cover, but the map's middle is open, so cross it with a game plan in mind. If you advance from the south, you have many more obstacles to duck behind, including the three large sand dunes overlooking the open sand to the north. Watch for enemies running full speed along the roads.



DEVELOPER TIP

Take the high ground, but not too high. Stopping just as you can see over a dune can give you a good view, and still only present a small target. Watch out, though; you are a dark color against light tan sand, so enemies can spot you quickly as well.

—Gary Stelmack, Design Lead

DEVELOPER TIP

The excavating equipment makes great cover points, so don't stop moving. Quick dashes to cover can be your best friend on this map.

—Gary Stelmack, Design Lead

TIP

The best cover spot on the map is in the yard in the southeast corner. You have four buildings to set up behind in the yard, three trucks on the road if you head to the northwest, and a separate trailer park nearby to the northeast.

Mission I: Airfield

LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Eliminate machine-gun nests
2. Destroy attack chopper
3. Destroy air-control tower
4. Destroy second attack chopper
5. Secure the HQ
6. Destroy jump jets

TIME & WEATHER

Day
Clear

GHOST TEAMMATES

Diaz
Parker
Salvatore

BEST WEAPON

M16/M203

EQUIPMENT SETUP

The versatile M16/M203 heads a weapons package full of grenades and explosives.

Your search-and-destroy mission on the airfield pits you against foes at both great distances and up close. You could opt for the marksman's SPR-468, which serves you well out on the tarmac, but when you're ordered to assault the HQ later in the mission, you could run into trouble in the close-combat situation. The Mk 46 SAW proves useful against the machine-gun nests and hordes of bad guys around the ruined buildings; however, it doesn't have the range and accuracy of the M16 and doesn't have the extra explosive power of the M203's grenades. Forget about the M4 carbine; the M16/M203 beats it out in every way.

You must take along the M3A2 MAAWS to use its missiles against several different ground and air targets throughout the mission. You shoot it so much that you must reload at least once outside the air-control tower. Finally, your fourth slot could carry some frags, but since you already have grenades through your primary weapon, grab some satchel charges. If you run low on the rocket launcher missiles, you can down ground targets with the satchel charge and a well-placed throw.

TARMAC TROOPERS

Inch up to the crates by the first building, and pick off the enemies from the side.

Your insertion zone on the first mission is a small field behind the airfield fence. A few seconds into the mission, air support drops a bomb on the perimeter and opens a hole through the fence for the Ghosts to slip through undetected.

Run up the hill and cut through the broken chain-link fence to cross to the lot's far side. Position yourself just to the right of a stack of crates at the corner. From here, unload on your first mission objective—an enemy machine-gun nest. If you want additional firepower against the nest, order your teammates to Flank Right so they can open up on the enemy as well.

From your angle, you can catch the enemies unprotected through the gaps in the sandbags.

Your allies, the British soldiers to your far right, also fire on the enemy position, so you have a crossfire set on the enemy nest. While the enemies' attention is on the British, look for several headshots amongst the exposed enemies or pick them off between the gaps in the sandbags. Normally, two enemies fire from the front of the sandbags, one shoots behind them on the far side, another mans the standing machine gun in the middle, and two more are behind him. Be careful that an enemy doesn't slip up the wall to your left and catch you off guard from your blind side.

Ready your M3A2 MAAWS for the eventual showdown with the first attack chopper.

With their attention split, the enemy nest falls fairly easily. Command then radios that an attack chopper is inbound on your position. Duck your group back against the building wall while you load up a MAAWS rocket.

Wait for the helicopter to pause on its attack run. It circles past you once; on the second trip, it settles in low and comes at you with guns blazing. Hit it while it's hovering into an attack position to avoid shooting it in midflight.

Storm the lot past the two sheds.

CAUTION

Do not wander out onto the airstrip. Constant bombing occurs out there, and you eventually get hit.

After you blast the chopper into a million pieces, head toward the machine-gun nest and follow the British troops across the tarmac. If you've taken some hits, rely on the British to draw enemies out so that you can pick off those targets. However, don't let all the British die in battle or you lose.

Two enemies always wait for you behind the northern shed.

As you proceed toward the back lot, two enemies hunker down around the corner to your left. The British troops mow through them if you let them lead.

Up ahead are two sheds out in the lot's middle. Two enemies hide behind the shed on the lot's left (northern) side. You want this position to assault the multiple enemies farther down the strip, so rush toward the sheds as the British flank out around you. One or two British allies round the "hot" shed from the left; you take it from the right and aim through the gap to strike the enemies when they're not looking.

Don't get caught in the crossfire between the enemy groups in the abandoned lot.

In the next area, the enemy sets up a crossfire if you advance down the middle of the open lot. Past the sheds, drop to a prone position and dance your scope back and forth between the crates on your left side and the far corner of the building to your right. As the British continue attacking, the enemies leap out to engage. Nick them when they are exposed.

Assault the enemies behind the downed truck with a welcoming grenade or a rush from Ghost and British allies.

At the next building's corner is an overturned truck off to the right. Several enemies crouch behind this obstacle.

Lob one of your M203 grenades to break up this defensive position, or send in the British and follow behind with an itchy trigger finger. Look for an enemy directly behind the truck and another one farther back, possibly by the ruined wall.

Catch the two enemy guards by the wall's blown-out section.

When the coast is clear by the truck, drop prone and zoom on the blown-out section of the wall ahead. Two more enemies attack from that area; down them both. The British usually have a tough time tracking these two, so to avoid casualties, take charge and silence them yourself.

The snipers on the air-control tower destroy your group if you don't get to them beforehand.

Next up, zoom in on the air-control tower in the distance. Two snipers fire down from here, and you don't want them picking your team apart. Even with your M16's limited range, you can shoot them with continuous bursts until you see their silhouettes teeter and fall.

An enemy group patrols near the back of the air-control tower and your eventual target—a fuel tank.

When the control tower guards drop, cut through the blown-out wall to reach the back of the air-control tower. Make sure there aren't stragglers near the wall—sometimes one or two enemies advance up and try to ambush you—as you flank out to the left and spy the fuel tank behind the building.

Launch a missile into the fuel tank and crumble the air-control tower.

Drop prone and take out the four-man enemy group that rushes out to defend the control tower. After you gun them down, use your last missile to destroy the fuel tank and crumble the entire air-control tower (completing your next mission objective). Before you advance to the next area, visit the supply crates behind the building and reload your bullets and rockets.

HEADQUARTERS OR BUST

Draw the enemies to the incline for some practice at headshots.

Now that you have a full set of ammo, you can get a bit more creative with your shots. Advance past the destroyed control tower to the jet directly ahead. Watch for one or two straggler enemies here, and don't accidentally nail a British ally patrolling the area.

CAUTION

After you split from your British allies to destroy the air-control tower, don't accidentally shoot one of them. You can tell a friendly unit by a blue triangle over the soldier's head.

A second attack chopper makes life difficult.

While your men flank out to pick off any other advancing enemies, load up your rocket launcher again. A few seconds after you wipe out the guards by the jet, a second attack chopper flies into range. You have less cover than your previous encounter, so make your missile count.

Past the jet is a fallen slab of concrete that serves as an incline to the next area. Several enemies guard the top area; be patient and draw them to the incline. If you storm up the incline first, they gun you down. Fire a grenade or two up there and lure them to the edge. Wait for the opportunity to pull off headshots to whittle down the resistance.

Fight your way to the car and its defensive cover.

Drop at least two or three enemies at the incline, then advance up, guns ready to plug anything that moves. The British won't follow you here, so you're on your own.

You might find one or two more enemies among the rubble. Eliminate them and look for a car at the next building's corner. The HQ and its machine-gun nests lie behind that car in the next courtyard.

The enemy machine guns tear you to pieces unless you flank out and gun them down yourself.

When the enemy spots you, they advance on the car. Drop prone and shoot them from *under* the car, or flank out to the right and catch them from the angle. You must eventually slide out to spot the machine-gun nests, then line up two long-range shots to catch those back guards.

Finish off the last enemies to seize the headquarters.

Only peek out from the car after the machine guns are out of the picture. Two or three enemies are left. From the protection of the car, locate the remaining enemies and pop them before they decide a grenade is in order.

It's not over yet—reinforcements arrive by truck.

The HQ hasn't fallen yet. A reinforcement truck arrives from the street to the HQ building's right. Get out your rocket launcher and fire at the incoming truck. If you strike it squarely, that's it for the reinforcements. If you miss or sling it too slowly, you face a nasty gun battle as a half-dozen enemies emerge and fan out to catch you from every angle. When the last one dies, you complete the fifth objective.

One rocket ends the backup resistance.

HANGAR ON A PRAYER

After you secure the HQ, follow your objective marker to the second incline back down to the tarmac. An enemy climbs the incline and takes a potshot at you; beat him to the punch with a ready rifle.

A single enemy guards the next incline.

From your superior elevation, finish off the second hangar guard.

At the new incline, aim down on the crates to the hangar opening's side. A second guard waits for you here. Don't descend until you safely remove him from the picture with a grenade or sniper shot.

Dodge between crates for the best angle on the remaining guards.

You have only a few more enemies to go. Unfortunately, they're all holed up behind crates in

the hangar to your left. Quickly enter the hangar and find the nearby crates for cover. After you identify the enemy positions, either flank out your team to engage or launch the rest of your grenades to flush the enemy out. If you must risk a shot, don't leave your cover unless you know the enemy locations. They are good shots and could end your mission so close to the finish line.

One more rocket blows up the last truck and its neighboring jets. This completes your first mission.

When you see no red squares on your map's radar circle, the area is clear. Advance your Ghosts to the hangar's far side and out the back door. Just in case there is a straggler left, you want him to open up on your team and not kill you with a single shot.

In the back yard, the jets you need to target are lined up for you. However, concentrate your rocket on the truck between them. A single blast destroys the truck and the nearby jets. Your first mission is a success, and you didn't even have to call in for backup.

Mission 2: Pagoda

LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Plant demo on bridge
2. Link up with British soldiers
3. Hold the pagoda
4. Escape to the chopper

TIME & WEATHER

Day
Raining

GHOST TEAMMATES

Fisher
Kim
Ramirez

BEST WEAPON

Mk 46 SAW

EQUIPMENT SETUP

Four hundred bullets and a lot of explosives will get you through this mission.

Your second mission calls for a difficult decision. In the early part of the mission, you find yourself in medium- or long-range situations, where you want to snipe enemies before they spot you. Conversely, at the end of the mission, the enemies try to overwhelm you in a close-combat charge on your defensive position. With conditions on the opposite end of the engagement spectrum, which weapon should you choose?

The answer is the Mk 46 SAW. Much as you might want the range of the SPR-468 sniper rifle in the beginning, it only proves a liability later on when the enemies fight you at close range. You could take the M4 carbine or the M16/M203; however, the Mk 46 SAW has 170 more bullets and a full auto mode that proves useful when you face multiple enemies at once.

Your demo charges take up one equipment slot. You need the demo charges to blow up the bridge at the mission's start, but you can't have enough explosives. Take fragmentation grenades in your last slot. These give you more range when you chuck a frag at enemies in the distance, and they prove handy when you reach the pagoda.

BLOWING THE BRIDGE

The first two-man team patrols under the bridge.

At the start of this mission, there's water everywhere. It's a dreary, rainy day, and you're knee-deep in a stream. The good news is that the stream leads you straight to your first mission objective: a bridge that you plan to blow sky high.

Run your squad up the short hill to the north. A cylindrical, white rock is at the top. Hunker down here and look for enemies straight ahead. A two-man group patrols the area down by the stream and in front of the bridge. Take them out from here, where you have ample cover. You usually need to advance forward three or four paces to draw a bead on the elusive first enemy team.

Watch for two enemies who like to shoot down on you from the bridge above.

Gun down the two enemies on the ground in front of you, then swing your attention to the bridge's top. The second two-man team shoots at you from the higher elevation. It's crucial that you identify both of the bridge guards' positions and eliminate them before proceeding. You are way too vulnerable if you cut across the open stream with loaded weapons bearing down on you from above.

The third enemy team fires on you from the trees on the stream's far side.

Farther down the stream, past the bridge by about 10 paces, a third set of two enemies serves as backup. Unless you're really good, they fire on you first (you've already shot at four other enemies by this point, after all). Return fire and flank out into the stream to get a

better angle. With the four guns of your squad firing on them in unison, they won't stand a chance for long.

A last enemy group lingers downstream and may creep up behind you if you advance to the bridge too quickly.

Start walking toward the bridge's base. A fourth enemy team approaches from even farther down the stream, sometimes arriving on the hill to the right of your current position. They may delay their arrival until after you've reached the base. Don't let them fool you into exposing your back as you plant the demo charge. Remove them from the area before setting up your explosives.

Plant your demo charge on the bridge's base and clear out.

After you set the demo charge, run your whole team up to the hill where the fourth enemy team appeared. After you cross to the stream's opposite side and run a few steps up the hill, Command detonates your new explosives and the bridge crumbles, completing your first objective.

Command detonates the bridge remotely after you reach a safe distance.

TOWN TARGETS

The woods on the town's outskirts become a bloody battlefield.

You've blown the bridge—and your cover. The next set of enemies in the town know you're coming. Advance carefully through the woods beyond the hill. You fight several hostiles before you even set foot on the courtyard cobblestones.

Expect resistance before the town comes into sight.

Flank two of your team out to the left, while you and your Ghost teammate hug the hillside to your right. With that position, enemies can hit you only from the front and left side; hopefully your men take care of anyone coming from the front and left.

TIP

In the woods, study your radar and line up shots against unseen enemies. You can blast through bushes to shred your invisible enemies on the far side.

When you see the forest's edge (and the town buildings beyond the tree perimeter), the first enemy arrives. Ice him and any of his companions. From your team's two different locations, you have a nice little crossfire set up for the middle of the woods, and the enemies like to walk into this area. If you cut them down before they reach too deep, you lessen the risk of a counterattack striking a Ghost.

Gun down the last of the outer guards before taking a peek at the first courtyard.

Three enemy guards try to sneak along the hillside for an ambush. A clump of thick bushes prevents them from spotting you, but you see them on your radar. Go prone if they're right on top of you, and the other Ghosts wipe them out when they spot them. If you have time, swing around the bushes and nail them yourself.

From the woods, you can pick off two more enemies in the courtyard beyond.

Creep to the edge of the woods and zoom in on the courtyard ahead. Two guards walk the closest entrance; down them before continuing. When they stop moving, run to the pink building's corner on your right. From that corner, you can survey the whole courtyard.

At this point, an enemy attack chopper flies in overhead and brings reinforcements. Just when you thought you had the village cleared out, it looks like you'll have to fight through a handful more of enemy soldiers.

Advance up to the building's corner and hit the guards in front of the land bridge.

Call your team back into a normal formation. You want them to cover you as you bounce from cover spot to cover spot as you eliminate the guards on the land bridge at the courtyard's far end. Command the Ghosts to lay down suppressing fire, then run up to the rock near the courtyard's center.

More guards trickle down the bridge into the courtyard. Offer them a proper greeting.

At least two more guards are down at the base of the land bridge. While you deal with them, let your team handle any enemies that fire at you from across the courtyard to your left. (It's tough to spot the enemies to your left, and since they're at long range, you might as well tackle the closer enemies directly in front of you.)

Pick off any enemies that still hold the land bridge.

When no one is shooting at you, break for the second cover spot: the overturned table near the courtyard well. From here, clear out any enemies hiding behind the wagon at the bridge's base.

Assuming you clear the enemies behind the wagon, duck around the wagon and shoot anyone on the bridge's near side. Four or five enemies are usually out of sight on the bridge's far side. Advance slowly up, and as you reach the top where the bridge curves downward again, clip the head of any enemy that squats on the other side.

Several enemies lie in ambush around the turn after the bridge.

Call your team to your side and follow the bridge to the next courtyard. Several enemies hide to the left, either under the awning or in front of the building steps. They're not difficult to shoot, but watch your back on the opposite side. Two more enemies like to descend the stairs on the southern side. Figure out where they are or they could lay some damage on you.

Move to the building corner at the stairs heading up into the courtyard. Two enemies will take pot shots at you from the right corner. Eliminate them both before proceeding up the stairs.

The enemy holds the courtyard before the pagoda.

Enemies fan out to either side of the courtyard.

As you enter the courtyard, make sure no one attacks you from the archway to the south. Once you're safe from that direction, spin to the north and gun down the group of enemies near the courtyard's center. You'll also have more enemies at the far archway to deal with, so flank your team out to the left and dodge between courtyard cover to pick away at the enemies that return fire.

LAST STAND

After you clear the courtyard, exit to the south and look for a few more enemies in the weeds in the next area. You need to cut through them so you can run up the hill to the northeast. The pagoda is on top of the hill, as are the British soldiers you've been trying to meet up with for the second objective. Though it seems like you have a lot of support, the enemy attacks in huge numbers here, so be prepared for a large firefight.

Take up a defensive position under the pagoda and wait for the big enemy rush.

Enter the pagoda and find a good defensive location under the structure. Drop prone and aim at the entrance opposite the one you came through. Wait for the rest of your Ghosts to come through and any British troops to get into position. You can't watch all four entrances, so concentrate on one or two and let your British allies hold the rest.

Hold your entranceway and finish off all enemies before they can shoot.

As the enemies appear, gun them down without hesitation. Multiple enemies simultaneously storm the entrances, trying to slip at least one through the defenses. Catch them as they climb the hill toward the archway and pop into your view. If you let them set up for too long, one might lob a grenade into the pagoda area, and that would be very bad.

Keep firing until your bullets run out or Command gives you the order to retreat. Although you try to hold the pagoda, you can't, so you have to make a fast escape through enemy gunfire to live and fight another day.

Run for the chopper in the extraction zone.

Follow the British and run out of the pagoda through the eastern exits. The enemy is about to drop mortars on your previous position, so catch the waiting chopper for a quick escape.

More enemies continue to attack. Rush to the east and look for that birdie. When you see enemies on your radar, continue to run east, but swing your sights around to rake fire at the enemies that plunge in from the north. Don't slow up, but you want to kill as many bad guys as possible so they don't fell you with a last-minute cheap shot.

Salvation lies in the friendly helicopter.

You spy the helicopter soon enough. Run around the back end and take up a position behind it (this offers you the most cover from all the bullets winging around). Fire at any enemy that comes into range and wait for everyone to arrive. When the chopper takes off, the mission ends and you earn a big dinner and warm bed for at least another night.

Mission 3: Ambush

LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Eliminate convoy and escorts
2. Eliminate northeast enemy infantry
3. Eliminate northwest enemy infantry
4. Eliminate final infantry group
5. Destroy enemy chopper

TIME & WEATHER

Night
Cloudy

GHOST TEAMMATES

Diaz
Parker
Stevens

BEST WEAPON

SPR-468

EQUIPMENT SETUP

The SPR-468 extends your range in this wilderness excursion.

The third mission is all about the wilderness. You take on a tank convoy and face enemy ambushes amidst the rolling hills; you want to hit them before they hit you. Thinking along those lines, opt for the marksman weapon, the SPR-468 rifle. It has two different zooms, enabling you to zero in on that tank operator 100 yards away. A long-range weapon picks off at least 50 percent of the enemies without a shot fired in your direction.

Take along the M3A2 MAAWS. Your last mission objective is to destroy an enemy attack helicopter, and you can't do that without a rocket launcher. Grab the M1911 pistol in case the enemy starts to breathe down your neck in the woods—use your backup pistol at close range because you can't draw a bead fast enough with your sniper rifle. Grenades fill the last equipment slot. Hopefully you can catch a group of enemies in a clump and shred them all with a frag through the leaves.

WELCOMING COMMITTEE

Find the hill in front of the convoy for your best vantage point.

Four Ghosts take on four enemy vehicles at the start of your third mission. You must ambush an enemy convoy headed up the road.

Tramp down the hill below the insertion zone and look for a clear hill that borders the road. Set up on the hill by the nearest bend in the road to shield you from the vehicle fire and to get enough elevation to counterattack with precision.

Shoot the first tank operator.

Keep a low profile and target the tank operator on top of the lead vehicle. You can't allow the tank to open fire on your hill, so zoom on the tank gunner and eliminate him with a headshot. Order your teammates to target some of the convoy vehicles, while you key on the first tank. With a little teammwork, you can avoid destroying the convoy yourself and minimize the danger of return fire.

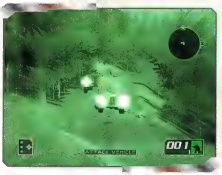
Fish out your anti-armor missile for the lead tank.

Depending on the competency of the enemies, you may have to engage most of them. Start off with your initial target. Quickly trade your rifle for a missile and shoot the first tank. Don't strike the tip of the hill with your missile or it explodes and kills your whole team. Strike true and the explosion incapacitates the lead tank and probably some of the nearby convoy.

Load a second missile—step back and use the hill as cover if there's enemy fire—and target the tank in the rear. After you destroy it, the convoy is in shambles, and you've blown apart their defenses at either end.

The reinforcements come from the right hill.

Switch back to your rifle and take a long-range look at the road. The two middle trucks remain; remove any straggling enemies that are searching for cover at this point. A few reinforcement troops head up the right slope below the road. Pick them off through the trees or when they appear on the open road.



Strike the second vehicle with your next missile.

When all is quiet, shoot your last missile into the third vehicle. Retreat to the insertion zone and reload at the supply crate, then return to the hill and fire your fourth missile at the remaining truck. When it explodes, you complete the first mission objective and can prepare for a battle against hordes of enemies in the woods.

ENEMY SWARM: PART I

Three enemies wait for you at the bottom of the roadside hill.

Now that you've made shrapnel of the convoy, break across the road and over to the rock on the far side from your hill. Veer to your right and sneak up to a passage that cuts down the hill between the rock faces.

Clip the two enemies out in the open.

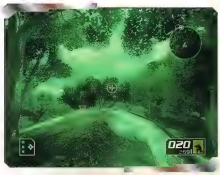
Two enemies linger down at the bottom of the hill. No matter how sneaky you are, they catch a glimpse of you. Fire a few shots to shake them up, then catch each one as he tries to run up the hill or hide along the rock wall.

The enemy team's third man hides behind the rock to the left.

The third part of the crew crouches on the left side of the passage along the left hill; you can't see him unless you step down into the passage. Zoom on the left side, where it curves out of sight at the hill's bottom, and advance slowly down the hill. Eventually, the third enemy shows up; use your fast trigger finger and accurate sight to take him down.

The second enemy team lies in ambush beyond the western rise.

Head around the bend where the last enemy dropped, and look for the next three-man team. A small hill is ahead; though your enemies show up on the radar directly ahead, they're out of sight below the rise. Inch up the hill and watch for an enemy head to pop into view. If you're quick enough, you can nip each bad guy without a return bullet. After this last three-man team falls, you complete the second mission objective.



Set up camp on top of the hill so you can survey the landscape.

Race down the hill from the second mission-objective point and head up the highest hill on the valley's other side. You want to get the best view possible of the surrounding terrain. There are so many trees, bushes, and hilltops that the area can turn into a slaughterhouse for you and your men if you're not extremely careful. From the hill, zoom at maximum range to detect movement so you can ice the enemy patrols before they get too close.

TIP

Whenever the enemy pelts you with gunfire, order your men to suppress fire back at them. Your teammates may thin the enemy resistance, and even if they don't, it still buys you precious seconds to survey the situation and set your sights on the next victim.

Enemies come from the hill to your right.

Run to the halfway point on the hill. When you see red blips on your radar, drop prone. Don't sit too far back or you won't spot the enemy very well; don't advance too far or the enemy gets too many free shots on your exposed position. From the middle of the hill's protective terrain, you can score hits against anyone along your front arc of fire.

The majority of foes sneak out from the woods down the slope to your left.

The enemy attack is fierce. Concentrate your fire on the hill to your right; enemies attacking from there are closer and consequently have a better shot against you. Fortunately, they have less protection when they emerge from the distant trees.

TIP

If one of your Ghosts goes down, use the medic option to bandage them up and get them back into action.

On the left side, enemies have much better cover. They start with a short hill that hides most of them. They can bounce between the trees and rocks until they reach the field beneath your hill. You have a few seconds to take them out there, but if you miss that opportunity, they run up the hill and challenge you at short range.

The enemies charge your hill. Be prepared for some point-blank shots.

Don't get up or stop firing until Command gives you the all clear. You destroy the majority of this mission's enemies in this encounter, and you never know when another will pop up from a cover spot. Lay low until you're sure you've completed the third objective.

ENEMY SWARM: PART II

The high grass hides your sniper shot.

Command gives you orders to fight it out against one last team. Line up the mission-objective marker and quickly head in that direction. You want to beat the enemy to the higher elevation.

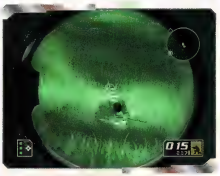
Catch the second patrol by surprise.

Use all the tricks you can. When you spot an enemy, drop prone and crawl through the high grass or wedge yourself between a tree and a rock to get off that perfect shot (with minimal risk of a counter-attack).

You hit at least one or two enemy patrols before you face the main force. Look for any enemy movement as you position yourself on the hill that separates you from the incoming enemies.

Round the hill until you find the last enemies.

After you fire on the first enemy, expect many others to converge on your position. Take out anyone in the open, then put your back to the hillside so that enemies can't get you from behind. Circle the hill, picking off each enemy as it pops up.



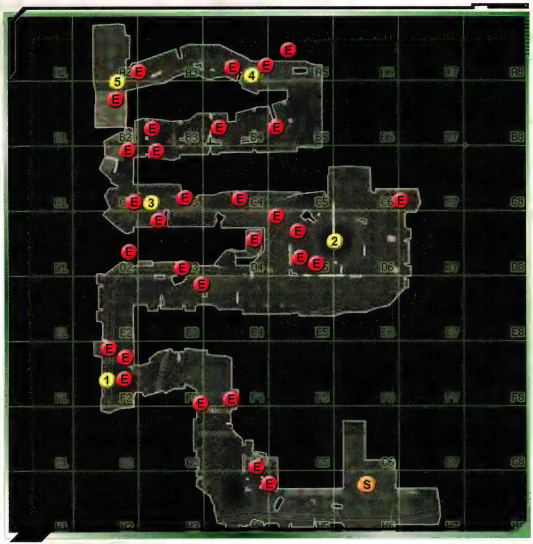
The final enemy soldier falls.

The final group is probably on top of the hill. If you can climb up to a good cover spot, hunker down and wait for them to arrive in the area. If the enemy has the position on you, order your fellow Ghosts up the hill. While they open up on the last few enemies and keep them pinned down, watch for the muzzle fire and lock on the enemies one by one.

An enemy helicopter lines up an attack run.

The last enemy might be on the ground, but there's still a helicopter left. When Command warns you of the approaching bird, load a missile and run out into one of the fields to get a clear shot at the helicopter. A single blast should end the mission and get you clear of all these enemy ambushes.

Mission 4: Destroyed City



LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Destroy detected tank
2. Clear vehicles from courtyard
3. Destroy Armored Personnel Carrier (APC)
4. Destroy tank
5. Clear roadway

TIME & WEATHER

Day
Smokey

GHOST TEAMMATES

None (lone-wolf mission)

BEST WEAPON

M29

EQUIPMENT SETUP

Get used to the M29 since it's the only gun you see on your lone-wolf missions.

The high accuracy and grenade-spitting power of the M29 gives you a fighting chance in this solo mission. It's just you against a city's worth of enemies and dangerous vehicles; the M29 hits hard and doubles as a grenade launcher to hit even harder when the situation calls for it.

In your third slot, haul along the satchel charges. You need something to destroy the enemy vehicles, and even though you need to get in close to use the charges, it beats pounding on the armor with your bare fists. In case you find yourself surrounded by antagonists, carry some fragmentation grenades to clear the way when bullets can't do the job.

TANKS A LOT

A few allies help you at the start of the mission, but don't expect them

Your allies in front of the insertion zone only support you against the first set of enemies that stand in your way.

Drop prone next to your allies, and sight up the sidewalk on the opening between the ruins to the left and the building corner to the right. Three enemies charge out of there and try to take you down. Fortunately, your combined firepower makes them look silly.

A second three-man group hides out in the first set of ruins.

After the first three drop, you are on your own. Rise to a crouch and head toward the ruined wall at the building corner. Three more enemies lie in wait around the corner to the right. If you're lucky, they break cover before you arrive at the broken wall, and your allies will lay down suppressing fire and possibly wound a couple. If not, you must target them one by one and, using the ruined wall as cover, knock them permanently off their feet.

A single enemy seeks to wing you from the column past the first crater.

Advance to the standing stone block near the crater ahead. At the top of the short hill, an enemy on the left wall shoots at you from a defensive position behind a stone column. Use your block as cover and peer out to draw a bead on him. Don't run around the corner; it exposes you too much. You must zoom on him from the side of the block and clip him with a long-range shot.

Two more soldiers support their friend from the shadows along the right wall.

On the right side, currently out of sight, two more enemies support their comrade. Drop down into the crater in front of you and start sliding out to your left. Zoom in on the shadows and down each one as they appear. Be careful that the first of these two enemies doesn't rush out to the center column at the hill's top. Sometimes he sprays you with gunfire from his new location (which has a better angle on you), and sometimes he hides behind the column to try and shoot you in the back as you pass.

Your first tank sits in the second crater.

Guards pour out from the ruined wall to the tank's right.

From the tank, zero in on the sniper up on the abandoned building.

CAUTION

Unless you have no other choice, don't attack a tank and its guards at the same time. Concentrate on one guard at a time, and then duck back to protection so the tank can't let loose one of its shells on you.

Reload and climb the hill to the left corner. After you round this corner, you meet your first tank sitting at the next crater's base. Three soldiers rush out from the right side to help the tank operator gun you down.

The easiest way to deal with the first tank is to call down an air strike. Let Command help you out on this one, as a missile fries the armored unit. If you want to prove your manhood and decide to take the tank on yourself, here's the game plan.

Focus on the turret enemy first. You don't want the tank's machine gun spitting bullets at you. Hit him and stick around long enough to fire one or two bursts at the reinforcements.

You may or may not down all the tank guards in the first volley. It doesn't matter. You must retreat around the building corner so that the tank's explosive shell doesn't send you on a permanent hiatus. After it fires, come back and finish off the remaining guards, from the embankment behind the tank or crouched behind the ruins to the right.

Now you must remove the tank. You basically repeat this pattern for all the enemy vehicles on this mission, so practice on this easy one until you get the hang of it.

Wait for the tank to fire, then run for the tank as it reloads another shell. Sprint up close to the tank, where its cannon can't reach you, and break out a satchel charge. Chuck the charge under the tank and run to the nearest cover spot (no more than two seconds away) and drop prone. It takes timing to get far enough away to avoid becoming a victim of your own detonation, so perfect the maneuver here.

For this particular maneuver, though, it's more complicated. A lone sniper sits up on the abandoned building to the tank's right (in the direction you eventually must head). He may drill you while you run from the tank, so pick him off while crouching next to the tank, using it as cover. After the sniper is out of the picture, it's much easier to dispatch the tank or move into the next courtyard.

AGAINST ALL ODDS

The first courtyard guard uses the deserted car as a shield.

Approach the next building corner and peek around to the right. You must battle through two enemies and an APC. The first enemy hides behind the bombed car across the street. The second enemy hides somewhere around the APC. The APC with the machine-gun turret parks sideways in the street and unloads on you when you show yourself.

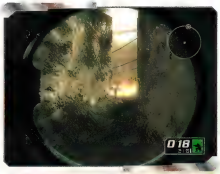
An APC parks in the street and won't be happy about your advance.

It's a good time to use your gun camera. From the protective corner, tilt your gun out past the building's edge, zoom on the soldier by the car, and trigger an upper-body shot to take him down. Slide your camera out from the corner far enough to look up the street and sight on the second enemy. Usually he camps to the APC's left, near a pile of debris.

Your second air strike blows up the APC.

After the second enemy falls, target the APC with your second air strike. Your friendly fighter has a much better chance of acing the APC than you do.

If you feel like being daring, however, you can advance on the APC yourself. The best approach is to rush up to its side while its turret is facing the opposite direction. Unfortunately, you might not be able to do this if it starts firing on you while you battle the two guards. If you're under fire, head for the piece of debris in front of the APC and drop prone. From there, crawl out to the truck and lay a satchel charge underneath it. Just make sure you climb to your feet and scoot around the protective debris again.



At 24 meters, a headshot isn't too difficult for the M29.

You need some new ammo now (especially explosives). There's a supply crate in the vicinity, but you can't get to it immediately. Approach the incline that leads up to the rooftop on the left wall. From the bottom, zoom up past the building corner and wait for an enemy's head to come into view. Assassinate him and you've cut the rooftop defenses in half.

Tag the second enemy up on the building rooftop.

Run up the incline and slide to your left. Don't go for the supply crate yet; a second enemy hides behind the chimney column in the roof's middle. Duck around the column's left side and plug the bad guy at point-blank range. Restock at the supply crate, ignoring the gunfire zipping overhead, and return back down the incline.

The window in the partial wall gives you a good look at the advancing enemies.

Next up is a huge battle. Continue around the corner and stop in front of the partial wall with the ruined window. Let the enemy come to you here. There are too many enemies to blindly turn the corner and outgun them in the open street. If you patiently wait behind the defensive wall, you can pick off each enemy through the window as he approaches your position.

Your gun camera shoots around corners so you don't have to expose flesh.

It may take a while, but after you silence four or five enemies and the red blips stop heading toward you, it's time to advance on the courtyard itself.

Don't leave the window until you're sure there is no more movement.

Now slip out into the street, but not far. You still want the protective cover of the partial wall. Search for more enemies up on the mound ahead or to the left where the courtyard tank sits. If you still hear gunfire, keep scanning the whole courtyard to determine what enemy you must swat next. Don't be afraid to shoot off a few airburst grenades to clear the courtyard. You can dial in the range of suspected enemies and launch a few grenades whenever you see movement.

Hit the next tank with an air strike.

With the soldiers gone, concentrate on the two courtyard vehicles. First up is the tank. Call down your next air strike to send it to shrapnel heaven. Alternately, you can run along the wall to your left and ready a satchel charge. Slide it under the tank and retreat back along the wall and around the corner as added protection against the blast.

Lock on the courtyard APC from the destroyed rooftop.

After you blast the tank, retreat back to the destroyed rooftop. While looking out at the courtyard, walk to the far side and peer in the opposite corner of the courtyard. From here, you can call down an air strike without alerting the APC to your presence. Watch the fireworks from safety.

EXPLOSIVE ENCOUNTERS

An enemy patrols the street beyond the courtyard tank.

From the crater where you destroyed the APC, return to the building corner next to the blown-up tank. An enemy patrols near the debris up the street and to the right. From the corner, you can zoom on him without risking a return shot if you're careful or use your gun camera.

Along the building, an enemy fires from the first of two barricades.

Now inch out from the corner and aim your gun camera along the wall. An enemy is nestled in the corner at the next bit of debris that serves as a defensive barricade. Fire at his head and keep firing. When he goes down, there will be a second set of enemies at the next barricade; down them as well.

In the distance, a new enemy arrives at the corner.

Look down the street. Zoom on the right corner at the far end and watch for enemy reinforcements. Usually a single enemy rounds that corner and shoots back at you. If you miss any on the left side, those enemies might take a position at this corner since it offers a good counterattack on your position.

Watch out that enemies behind the APC don't surprise you.

Finally, all looks quiet—until the APC arrives. It pulls up at the intersection at the street's far end and starts shooting. How do you make your way through that constant barrage?

An APC rolls into the street to stop your progress.

The trick is to call down the air strike on it immediately. You don't want it to set up and start shooting. As soon as you have a lock, go prone and hide behind the nearby debris until the explosions cease.

The first of a large welcoming party fortifies the next stretch of road.

Pause for a minute and wait for more resistance. If it doesn't show, rise to a crouchand run for the cover of the nearby building up ahead.

With another APC ripped into scrap metal, you have your toughest task ahead of you. The road turns to the right and heads up a hill. The road divides into two halves with debris separating a lumpy slope to either side. The enemy has a million places to hide and uses the cover to their advantage. Tread very carefully.

The second enemy makes a break for the front wall.

At the first stone column (just inside the road to the left), two guards camp behind the obstruction. Catch one by angling out to your left and zooming on the column. The other sits neatly behind the column and waits for you to approach, then catches you in a sneak attack. If he breaks, he runs toward the wall to the column's left, making it difficult to tag him without exposing yourself.

You must gun down several enemy waves to reach the top of the road.

After you erase these two enemies, use their column as cover. Dance your weapon left and right (mostly right) to spot the incoming enemies as they sprint down the hill. Each three-man group takes a different approach. Some charge down straight at you; others split to the right and follow the heavy cover down to the hill's bottom and out of sight.

Take care of the first two or three waves, then press up the hill. If you sit at the bottom, more and more enemies arrive to overrun your position. When the way clears—even for a moment—break up the right side and rush to the three-quarter point. Here you find a concrete slab; use it as a shield against the final three-man team that congregates on the left side. Inch up until you spot arms and legs and keep firing until they all lie dead.

The last sniper stands on the top floor of the building to the right of the next tank.

Dash up to the hilltop and cut left. Put your back to the wall and slide over until you see the dilapidated buildings in the distance. On the top level, the last sniper stands on guard for your approach. He might have the range, but you have the surprise. Zoom and finish him off before moving farther.

Another tank and its infantry block the path.

Around the next corner is another tank. Call down an air strike on the tank, and then concentrate on the surviving enemies around the tank. After the shake, rattle, and roll that your air strike does to the surrounding terrain, they probably won't be in too great a condition to fight back.

Wipe out the enemies at the hilltop to gain the cover of the car.

After the tank explodes, advance to the next cover spot—the rocks near the blown-up tank—and look on to the next set of enemies by an abandoned car. You have one last tank to stop, but first you must reach this car for cover. Sight on the enemies and pick them off one by one. If you're low on ammo by this point, flick over to grenades and shake them up that way.

Fire through the car windows and down the charging bad guys.

The car might be in poor shape, but it shields you from the final tank's shells. Aim through the car's back window and gun down any enemies foolish enough to rush forward. When the advance stops, step out and call down your last air strike on the final tank.

The final tank and its guardians must go down for you to complete the mission.

Depending on your early shooting spree, there may be upward of five soldiers still left behind the tank. If you're savvy and quick, you launch an airburst grenade into their midst and take them all out. When the tank explodes and that last handful of enemies hits the pavement permanently, the mission ends and you earn another paycheck.

Mission 5: Battle

LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Hold the eastern line
2. Destroy all APCs and tanks
3. Hold the western line

TIME & WEATHER

Day
Smokey

GHOST TEAMMATES

Brown
Kim
Ramirez

BEST WEAPON

M240B LMG

EQUIPMENT SETUP

The weapon with the most bullets is your top choice.

If your machine gun runs out of bullets, you're dead on this mission. You really have no choice but to opt for the gunner's M240B LMG with its 500 rounds and full autofire capability. The enemy comes fast and furious, and sometimes the only way to survive is to spray the hostile crowd with dozens of shots.

Your backup pistol doesn't matter. You can take either nonsilenced version; if you must break it out in the trenches, you're probably being overrun anyway. The M3A2 MAAWS is crucial against the two APCs that you must bring down, and if you have an extra shot, you can disperse enemy troops with a crowd shot. When the enemy is way in the distance and you think you have some time (which is rare on this mission), heave a grenade where the enemy moves the most.

HOLD THE LINE

You begin on the front line. Your mission is to survive.

Command notifies you that the enemy is heading in your direction, so it's your task to hold the eastern perimeter. There is plenty of cover in the trench behind the sandbags. The problem is, you must either

A blasted landscape awaits you on the fifth mission.

stand up to shoot over the bags—presenting yourself as a big fat target—or you must lock yourself into the unprotected areas around the machine-gun turrets. It's best to see the enemy, so slide over to your left and step up in front of the machine-gun stand. You'll be protected from enemy fire that comes in from the left and right side, so concentrate straight ahead.

CAUTION

Don't use the fixed machine guns. You're too big of a target because you must stand to operate them. Order your men to use them instead.

The enemies advance out of the haze.

From the outset, order one Ghost to operate each machine gun. When you see a clump of enemies arriving on the far shore, give the suppressing fire command on that area. The resulting machine-gun barrage should disable any serious enemy attack. While your men do the hard work, be alert for any survivors and blast them up close.

A Ghost should operate each of the machine guns.

The enemies keep coming. Trigger bursts at each group and burn through ammo on any target that descends the slope and reaches the stream. You don't want them coming up your side of the hill, so lay down some serious fire on the closer enemies.

Watch that the hostiles don't flank you.

Be alert for enemy movement in the distant trees and behind closer rocks. By the time the mission is over, you may finish off more than 175 enemies, so don't be surprised if Command leaves you at your post for a long time. You may fire through 300 bullets on the eastern line.

The first APC runs across the bridge to your left.

Eventually, an enemy APC drives down the bridge to your left. It settles along your trench and opens fire. Switch to your rocket launcher and deliver a strike to the gun turret. Don't aim too low or you may hit the ground and get caught in the explosion.

Don't let the enemy set up on your hill.

Continue to watch for enemies. Depending on where they show up, you may have to roll out of your alcove and into another one. To prevent enemies from overrunning the sides, direct your fire on any enemy that breaches your side, even if they fall outside your immediate area.

More enemies pour in from the road.

You catch a break when support choppers zoom in and lay some machine-gun fire into the exposed enemies. The allied artillery barrages help out immensely too. Take this time to reload at the supply crate behind you, especially if you've dropped below the one-quarter mark.

Helicopter support slows down the enemy charge.

Your allies defend the farthest point on the eastern line. However, they can't be trusted to hold it the whole time you're there. When you see red blips parallel with you, step back into the trench and zoom up on the hill to the east. Avoid shooting the allies (they have blue triangles over their heads); everyone else is fair game.

Cut down the enemies as they attempt the trenches on the eastern flank.

Two tanks will eventually roll up to the enemy side of the bridge. They immediately become your priority. Break out the rocket launcher and fire off a missile into the center of the first one. Before the second one can get a fix on your position, remove it from the battlefield too.

Two tanks defend the enemy's side of the bridge.

Continue to knock down enemies and wait for a second APC to drive down into the stream in front of you. This one is more mobile and makes a break to split your defense. It drives down the stream to your right and attempts to veer up the hill and deep into allied territory. If it gets past you, the mission is over. Aim your M3A2 MAAWS and detonate it before the vehicle causes too much trouble.

Catch the second APC before it makes a break behind your defensive line.

When Command gives the signal to help fill in the line elsewhere, break your team out of the trench and head to the west. Climb up the hill to the road and quickly descend to the crater on the other side for more fun.

You can leave the eastern line safe when you see no more movement.

PLUG THE HOLE

The western line is undefended, so rush to fill in.

The western line offers a lot less cover, and you soon might find your fellow Ghosts shot and yourself dueling alone against the enemies. There isn't much you can do except sneak a medic command in if you have a second to heal someone. The safety of the entire division rests on your shoulders.

Destroy the enemy tank on the western shore.

Your first major headache is another enemy tank. It will rush down the hill, across the stream, and right up to your trenches. Attempt your rocket while it's at the stream; any closer and you may blow yourself up in the process. One shot is all you'll get, so make it count.

Drop prone at the crater's edge and defend against the insane enemy charge.

Run down into the western crater and drop prone at the northern lip so you can survey the far hill beyond the stream. You must have the flexibility to hit three key areas.

The enemy comes out of the woods directly ahead.

The main area is the woods directly in front of you. Because it's the largest area, your best chance is to clip enemies as they pass through the trees. Take as many long-range shots as you can to whittle down the resistance before it turns into a full-blown suicide run against your position.

Some enemies sneak up on you from the rocks to the left.

Some enemies try and slip down the left side, using rocks as cover to reach the stream. Swing your attention that way if they're the lead enemies.

Prioritize any enemy that makes it into your crater.

On the right side, the enemies cut in front of the parked tank on the road and down the embankment to the water. This route causes you problems: The hilly area to your right makes any shot difficult once they reach the stream. If the enemy is about to storm up your hill and you can't see them, you must risk rising to a crouch to snap off some shots. Drop down quickly or the return fire kills you.

You must restock at the supply crate behind you.

It's doubtful that you can go through all the enemy troops with your initial ammo. At the first major pause on the western line, stand up and retreat to the supply crate behind you. Restock your ammo (and missiles if you want to use them), and then drop prone alongside the crate.

Gun down enemies from your new position back at the crate.

From your new position, you have a little more time to pick off the enemies. However, in the time it took you to reload, the enemy has overrun your side of the stream. Spray the whole area on autofire, preventing the enemy from sending a single shot your way. At this range, accurate enemy fire proves lethal.

Punish the last of the incoming enemies.

Stay patient and lay down continuous fire against the enemy groups. It might seem endless, but you now have enough ammunition to deal with all threats. When your second ammo supply begins to dwindle, you know the enemy charge is nearing its end. In the rare occurrence that you need more ammo, remember the crate is an arm's reach away.

More helicopters finally signify the end of the enemy attack.

When you see more allied helicopters overhead, it's almost time to call it a day. Stay vigilant until Command signals the mission's end. Only then can you breathe a sigh of relief that you've mowed down a full platoon and lived to tell the tale.

One final allied bombardment ends the enemy threat.

Mission 6: Train Yard

LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Relieve German troops
2. Clear out reinforcements at roadside checkpoint
3. Secure the train yard
4. Defend the control center
5. Clear the train yard of any enemy resistance

TIME & WEATHER

Night
Clear

GHOST TEAMMATES

Burke
Diaz
Parker

BEST WEAPON

M4 Scoped

EQUIPMENT SETUP

5.56x45mm - This M4 features an advanced combat optic. It is slightly slower to aim than the regular carbine, but has a 4x magnification.
M4 Scoped
95/270
Menu
Back
Accept
Squad Select

The M4 scoped rifle gives you the flexibility to attack at different ranges.

In the mission's first part, you need a weapon with range. You'll be shooting at enemies in the woods, and the farther away you target them, the less chance return fire wounds you. Later in the mission, the enemy engages in close combat, so have a gun with a quick trigger that you can quickly whip around. Fortunately, the M4 scoped provides the fluid accuracy of the M4 carbine combined with a scope that gives you the range you need to challenge foes at a distance.

The rest of the equipment is standard. Use the M3A2 MAAWS to break up enemy groups; just save one missile for the attack chopper that ambushes you late in the mission.

AMBUSH THE AMBUSHERS

From the highest hill, shoot down on the enemy ambushers.

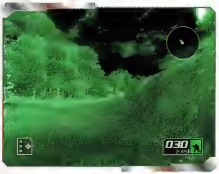
The Germans are in trouble. The North Koreans have them pinned down at a roadside checkpoint, and they're about to be overwhelmed. From the insertion zone, you must race to save them.

Rotate your radar until the mission-objective mark is directly in front of you, then run for the hills. You want to come out on the topmost hill so that you can survey the entire valley below and spy on the bad guys.

Hunt down the last two enemies by the German checkpoint.

When you exit the trees, look to your right and down on the open field. Three enemies fire on the Germans from atop their small hill. They are exposed from your current angle. Unload on them before they discover your location and take cover.

Head to the spot where you eliminated the three-man enemy team and look down the hill to your left. You see the German building; to its right are two enemies harassing the Germans. Peer through the foliage until you spot muzzle fire. A few bursts take care of the last enemies at the checkpoint without any return fire.



Take cover next to the embankment up on the hill behind the checkpoint.

The Germans thank you and warn you of incoming reinforcements. Run up the small hill you're on and put your back to the embankment behind you. Now

the enemy can attack only from the east and west. Most of the enemies assault from the west, so crouch in that direction and wait.

Catch each enemy as he rounds the bend to the west.

You easily pick them off one by one as they attempt to reinforce their downed comrades. Pound each one with a burst and don't step out from the embankment until Command signals that you've completed the first objective (saving the Germans) and the second objective (killing off the reinforcements).

Drop the last ambusher to achieve the second mission objective.

YARD WORK

Two enemies patrol the woods in front of the train yard.

You haven't seen anything yet from the enemy. The ambushers at the checkpoint were a small contingent of the main force at the train yard, and that's where you're headed.

Beeline from the checkpoint to the train yard. If you line up your objective point, this takes you to the side entrance to the left of the main gate. Look for two enemies who patrol the woods in front of the complex. Don't rush in. Wait patiently until you spot the two guards strolling through. End their walk and beat feet to the side entrance at the hill's bottom.

Zing the enemy patrol through the chain-link fence.

As you enter the train yard, watch for two or three enemies to patrol near the side entrance. Shoot them through the chain-link fence before they spot you. Enter the small area and turn right toward the stairs. Two more enemies greet you here; they heard the gunfire and were drawn to the disturbance.

Two more enemies arrive at the steps.

With the next two guards silenced, climb the stairs and quickly look around. You get a good view of the train yard with its many places of concealment. If you see movement, hunker down and try to draw out the enemy before proceeding.

Before you take the parking lot, you must eliminate the three guards by the main gate.

It is quiet for the time being. Take advantage of that and head to your right. A small alley looks out on the main gate. Two enemies flank the gate, with a third up the road and out of sight. Drill the two enemies here, and then retrace your steps to the stairs that lead to the parking lot.

Your German allies join the fun.

At this point, the German soldiers show up to help you. That's good news and bad news. The good news is that you have extra guns, and with all the enemies you're about to combat, you can use extra bullets. The bad news is that if the Germans get killed, you lose the mission. Unlike your Ghost team, it's hard to control them, so you might have to jump into harm's way from time to time to draw fire away from them.

Watch for the occasional enemy behind you.

The enemy can assault the parking lot from three different angles: the crates to the right, the railroad tracks straight ahead, and the buildings to the left. To the south, a large enemy group hides behind the circular building. They storm over the tracks and take up defensive positions behind the crates on your side, farther down the complex to the south.

A strong enemy group hides behind the circular building.

On the opposite side, a smaller group of enemies uses the stairs and the many supports and cover spots to the north. They sneak over to line up quick kill shots or to charge into the parking lot to attack at point-blank range.

The northern flank contains many stairs and supports that the enemies use for cover.

The majority of your foes come from the tracks straight ahead. They come from a hill on their side, so you won't see them until they reach the tracks; at that point, they're very close. Fire accurately and swiftly to keep up with them when the charge begins.

Most of your enemies come head-on over the railroad tracks.

Spread your Ghosts out (hopefully spreading out the German allies with them) with a Flank Left order. Position yourself behind the car in the southeast corner. From here you have an open shot at the enemies assaulting from the south, a good shot at the front enemies coming over the tracks (though the car offers cover), and a poor shot at the northern enemies (that's why you flank your Ghosts out in that direction).

Don't let an enemy take the platform above the parking lot.

Practice your positions now when it's easy. You should see only 10 or so foes at this early juncture, and you know you've completed the task when you complete the third mission objective. Watch where they run to and gun the enemies down as they break across the tracks for cover on your side.

Detonate the enemy chopper to cut down on reinforcements.

An enemy attack chopper shows up after you've dealt with the first enemy wave. Load up your missile and catch it as it hovers above the yard in the moonlight. You can't waste much time with it—there are more enemies to concentrate on—but it's the only vehicle you must tag, so you can risk a couple of shots while it's in motion. The chopper is delivering more troops, so cutting it down reduces the number of enemies you ultimately have to battle in the train yard.

TRAIN OR SHINE

Running up to the tracks triggers a large enemy counterattack.

It's your turn to shine in the sun…er, make that moonlight. The enemy is about to throw everything at you, and you barely have enough troops and bullets to hold them back.

TIP

If your German allies begin dropping like flies, shadow one of them and keep him alive at all costs.

Clean up as many hostiles as possible before you retreat to the command center's parking lot.

Maintain your position in the parking lot and wait for the enemy to come to you. If they stay low, order the Ghosts to hold and run up to the tracks by yourself.

You can scan the whole train yard from up here. Look for the biggest enemy group and open fire. Keep pulling that trigger and thinning the enemy herd, but when the counter-attack gets heavy, retreat to your defensive position by the car again.

The enemy shows no mercy as they rush your position.

Your last objective completes only after you comb through the train yard and all the enemies are dead. Save often—especially after you wipe out a particularly strong enemy group. Watch your radar and bounce from enemy hotspot to enemy hotspot.

Move out into the train yard to clean all resistance.

As the bullets tick down, the final enemies throw themselves at you. Your disciplined strategy undoes the enemy's chaotic charge, and when the final shell rattles on the concrete, the Ghosts will be walking away, not General Jung's men.

The last enemy in the train yard goes down, and you can finally signal victory.

Mission 7: Pilot Down

LEGEND

- S — *Starting Location*
- # — *Mission Objectives*
- E — *Enemy Position*

MISSION OBJECTIVES

1. *Rescue downed pilot*
2. *Reach extraction zone*

TIME & WEATHER

Day
Clear

GHOST TEAMMATES

Farber
Kim
Ramirez

BEST WEAPON

M4/M320

EQUIPMENT SETUP

Try out the new M4/M320 for maneuverability and firepower.

Why not take some heavy artillery along for the ride this time? The grenadier's M4/M320 is a light weapon with the stopping power of an attached grenade launcher that gives you the edge in the sometimes-rapid combat in the wilderness.

Bring along the M3A2 MAAWS for your encounter with a nasty APC. The fourth slot fills up with fragmentation grenades—especially useful to drop over bushes or past a tree line to drive out bunkered enemies.

DOWN IN THE DUMPS

Surprise the enemies on the road.

You can't waste any time at the insertion zone. Your pilot is down in enemy territory, so race for the helicopter. When you see the road, run parallel and search for a three-man enemy group on patrol. Don't expose yourself until you spot them. If you get lucky, they might set up on the road in a prone position, allowing you to easily eliminate them from the side.

Follow the dense brush around to the western side.

Watch for enemies as you cross the road—you're completely exposed for those several seconds—and head toward the impassable dense brush on the other side. You can't enter the golden brush, but neither can the enemy, so keep it on your left side as a shield from any unfriendlies.

Continue toward the downed helicopter (mission-objective point) and zoom through the trees to find the enemies surrounding the lone pilot. You want to circle the chopper and be on the move constantly. This minimizes enemies lining up a shot on you, plus it gets you to the hostiles faster. Gun down enemies as you spot them.

Circle the downed helicopter and nail any hiding enemies.

Four enemies are on the northern side near the chopper's middle. One enemy sneaks to the rear of the helicopter and the pilot. Two more are in the woods on the southern side, and two more confront the prone pilot at the chopper's front.

Rush in to save the pilot from his would-be assassins.

Swing around and clip the northern enemies first. Then run toward the clearing around the helicopter and engage the single enemy at the tail section, and then two enemies to the south. You don't have much time; if the pilot gets wounded, you're finished. After you have seven kills, charge to the helicopter's front, add your firepower to the pilot's, and take out those last enemies.

Command asks you to escort the pilot to safety.

You've rescued the pilot and completed the first objective. Now comes the hard part—you must escort him all the way across the map to the extraction zone.

RUN FOR YOUR LIFE

One enemy hides by the dense brush past the helicopter.

After you have the pilot, return in the direction you came. A single enemy meets you at the start of the dense brush, with a second trailing behind him in the trees. Drop prone when you see the red blips on your radar; zoom on the area next to the brush and between the trees. Hit the first enemy, and the Ghost teammates move in and take out the second one while you stay prone and protect the pilot from any potential threats.

The second enemy waits at the bend near the road.

With the two enemies out of the way, shuffle up to the dense brush and peer out at the road. A roadside APC waits to ambush you on the return trip. Call upon your M3A2 and blast it to smithereens.

Slam the APC with one of your high-powered missiles.

Cut across the road next, but make sure there are no enemies with sights on the open ground. Until you know the coast is clear, don't risk the pilot's life.

You hit a three-man group in the woods immediately after the road.

Veer toward the dense brush on the road's northwestern side and drop into the heavy woods. You encounter a three-man group almost immediately, so press your flesh against the thickest trees you can find as you angle around for the best shots on your victims.

Use the dense brush past the overturned tree as protection.

When you don't see any more movement, advance on the burned field ahead. Run for the overturned tree to the northwest, since two enemy groups lie in wait to the north and you need that coverage. From the overturned tree, flank your team out to the left and trim away any resistance that stands between you and the next patch of dense foliage.

Battle more enemies from tree to tree.

Motor along the dense brush border toward a large hill that leads up to the map's northern portion. You should be safe in the woods to your right until about the halfway point. Enemies stand ready to ambush you here as the landing zone is at the hill's top and almost in reach.

Climb the hill toward the new landing zone.

Lead the charge up the hill but look right (east) as you climb. When you see enemies, drop prone and forget about the allied helicopter circling above. If you let the enemies shoot, they pick your team apart and kill the pilot. Return fire and don't rise to your feet until there is no more enemy movement.

Enemies attack you from the eastern flank on your climb.

Proceed up the hill and crash out into the open field on the mountaintop. The helicopter lands here for you, but it takes a few seconds. Meanwhile, unless you've erased all the hostiles, you have them on your trail.

Follow the circling chopper to your safety zone.

You must survive long enough to get the pilot to the chopper. Give the order for suppressing fire and survey the downhill slope for signs of any enemies. When the pilot is safe onboard, hop on and get out of this mess—at least for a little while.

Amidst the enemy fire, hold out until the chopper lands.

Mission 8: Hospital Camp

LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Defend the northern entrance from an enemy assault
2. Clear enemies out of the hospital camp
3. Defend the camp's northeastern area
4. Defend the camp's northwestern area
5. Defend the camp's southwestern area
6. Defend the camp's southeastern area

TIME & WEATHER

Night
Overcast

GHOST TEAMMATES

Burke
Parker
Salvatore

BEST WEAPON

MG36

EQUIPMENT SETUP

The MG36 pelts enemies with up to 500 rounds, which is exactly what you need in a big battle.

Like the fifth mission's battlefield showdown against the North Koreans, defending the hospital camp on this mission puts you directly in the trenches. With the bullets flying, you need a gun that can crank out shots and mow down targets at medium and close range. The gunner's MG36 fits that bill. It has lots of stopping power and enough ammunition to keep you firing on the front line for the battle's duration.

The rest of your equipment is standard issue. Take the M1911 pistol in case you run out of MG36 rounds and need a quick backup. Early in the mission, you need the M3A2 MAAWS to prevent an enemy tank from invading the hospital camp, but after that you'll probably use grenades to rattle the enemy position.

TANK INTERCEPT

Enemies surround your new position. Listen to Command and run from area to area to "stop the bleeding" on the hospital camp. Only a heroic effort on five different lines will save the day this time.

A tank rolls toward the camp's northern entrance.

Your highest priority is stopping hostiles that make it past the outer defenses and into camp.

Click on night vision and run toward the north road into the hospital camp. Several enemies assault you from both sides of the road, starting with the western side. Watch for muzzle flashes or the zip of bullets to pinpoint enemy positions.

Catch the enemies as they navigate the thick woods.

After you cut down five or six enemies, they call for backup. A heavy-duty tank rolls around the corner and up the hill straight at you. When you see those treads hitting the bend, break out the MAAWS and let loose that anti-armor missile. If the tank lets loose a single shell, the explosion kills you and all your men.

After you shatter the tank, scope out the eastern woods for more enemies. Pick off as many as possible and wait to hear from Command, who directs you to safeguard the northeastern flank.

NORTH BY NORTHWEST

The enemy invades the northeastern trench first.

From the main road, cut over to your right and defend the northeastern trench. Compared to the other trenches, this one is the easiest. The tree line lies farther back, so you have more time to see the enemies tramp up the hill.

Settle in behind the sandbags and aim for the tree line.

Grab a position behind the sandbags that surveys the whole open stretch on the northeastern side. Flank your Ghosts out to whichever side needs more assistance. Watch for the red blips on your radar, and swing around to confront them, gun blazing. Tag the enemies in the distance where they can't return fire on you. Of course, any enemy that manages to approach the trench is top priority, even if it means leaving your position and doing someone else's job.

The northwestern trench is closer to the action.

Soon enough, Command signals you to the northwestern trench. This one is a bit tougher. The tree line is closer here, so the enemies will be on you faster and might slip through the defenses for side shots or even disappear into the camp. Shoot at each advancing group, but your main priority here is to keep those enemies from gaining access to the trench. If the enemy gets in, your fellow Ghosts and allies go down with deadly wounds. As the smartest fighter on the field, you have the best chance of making sure this doesn't happen.

You may have to move up and down the line to tag the aggressive enemies.

Move up and down the line. You must adjust to the different approaches the enemy takes. If you can shoot from your position and open up on the enemy, sit tight and stick to your defensive posture. However, you may need to run up or down the trench to add your gun to the firepower of your fellow Ghosts or allies.

TIP

To get a better vantage point of the battle, hop up on the hill behind the trench. This works great if you want to fire at long range; however, be careful against closer enemies because you have no cover.

A chopper lends air support to the fight.

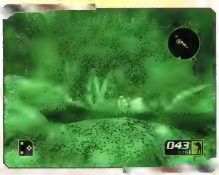
As the battle draws to an end on the northwestern flank, an attack chopper shows up to lend you a hand. Let the helicopter waste the remaining enemy troops. Unless the enemies advance up the hill, save your bullets for the next fight.

Two enemies sneak through the defense.

SOUTH OF THE BORDER

More enemies test the southwestern defenses.

Head to the southwestern perimeter. When you arrive, the enemy has already started to overrun the position. You might have to do some point-blank work as the enemies press toward the trench—drive them back with a full autofire sandwich.



An enemy breaks cover and charges up the hill.

Take a position on the trench's northern end and flank your team out to the left. The northern end is a bit uphill, which gives you some elevation to shoot over others' heads and clip the enemies downhill to the south. Plus, you stake out the edge closest to the woods and sit in the best position to stop any close threat.

Fire from the upper embankment if you must shoot over your allies' heads.

Depending on the effectiveness of your allies, you might have to rush down the trench and help out at any time. It's helpful to zoom in on the enemies when you want to puncture them with holes, but you must click back to normal mode when you aren't shooting so you can survey the situation. If you see enemies making a break for the trench to the south and no one threatening the north side, it's time to trade spaces.

Your last area, the southeastern trench, gets hit hard.

Eventually the enemies fall here too. Command signals you to hoof it to the southeastern trench—the final line to hold. As long as you don't run out of bullets, you do fine. If you are low on ammunition, stop at one of the supply crates in camp to refill before the last battle.

Turn around and go after any enemy that manages to penetrate the defenses.

Set up in the middle of the line on the southeastern flank. Most of the action happens here, so keep your fellow Ghosts close. Together you can concentrate fire on any enemy group that peeks out from the woods. As long as you pound the enemies as they appear in the trees—and don't let them spill up the hill in waves—you control the battle.

Watch your bullet count. If you're running low, use your bursts only on advancing enemies. If you have plenty of ammo to spare, spray the trees with lead when you see movement. There's no problem with knocking them all down unseen in the woods.

The final enemies meet their fate in the woods.

Command orders an artillery barrage on the enemy position.

Just when the enemy advance becomes super intense, Command signals an artillery barrage on the enemy position to help you out. Stay low and let the bombs blow the advancing enemies into pieces. When the smoke and dirt clear, you are looking at a victory.

Victory comes at last!

Mission 9: Crossroads

LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Eliminate convoy
2. Eliminate the mobile command unit
3. Place demo charge at pump station
4. Reach extraction zone

TIME & WEATHER

Day
Clear

GHOST TEAMMATES

None (lone-wolf mission)

BEST WEAPON

M29

EQUIPMENT SETUP

Your solo weapon, the M29, works well against the infantry and convoy on the ninth mission.

No sane person wants to fight through 50 enemies and a full convoy. But if you're the only Ghost who can do the job, you might as well have a high-tech weapon along on the mission. The M29's 270 shots are enough to hold the mission's enemies at bay, while its grenades sink the convoy before it can really get going.

Besides your standard grenades, Command also loads you up with five demolition charges. You only need one or two, but it's nice to know they care more about your safety than wasting a few materials.

HUNTING A CONVOY

You begin on the road, but don't stay there—the open road is a sure invitation for the enemy to party on your grave. The convoy you must destroy eventually comes down this road, but there's a much better place from which to ambush it.

Sneak up on the first two-man team from around the eastern hill.

Cut up to your right around the small hill. Two enemies patrol the top. Come at them from the side; two bursts keep them from warning others. From this elevated position, you have a good look at the stretch of road ahead.

Before the convoy arrives, the roadside three-man team must go.

Next, move to the hilltop's edge and survey the road. Off to your right, the road stretches over a distant hill—that's where the convoy comes from.

Three enemies stand at the trees near the hill's bottom (still off to your right). Pick them off from your present location.

Two enemies run down the road at the sound of a disturbance.

Even if you manage to hit just one, the activity draws out the other two. Stay low and concentrate your fire on them until you spot their sprawled bodies on the grass.

Two more enemies patrol the woods up on your ambush hill.

You must act quickly now. Two more enemies hear the disturbance and hustle down the road in your direction. You must whack them while, at the same time, a second enemy patrol on your hill approaches. Cut down the road guards in five or six seconds, and you have enough time to turn to your right (north) and scan the hilltop woods for the next two intruders.

Assuming you've taken care of the initial wave of enemies, the *moving* convoy is a sitting duck. Switch from bullets to your rifle's grenades and let the convoy drive closer. When the lead jeep is almost parallel to your ambush point, rise to a crouch and pelt it with two or three grenades.

An enemy jeep adds support to the convoy.

Once the enemies in the jeep become street stains, focus on the three convoy trucks. If you catch the gas tanks just right with grenades or a hail of gunfire, the trucks will explode one by one. If you can cause the first truck to break down, the rest of the convoy smashes into the front vehicle and it's all easy pickings.

Blast the convoy's fuel tanks for explosive results.

A few seconds after you destroy the convoy, Command informs you that a mobile command unit is on its way up the road to your position. Quickly climb to your feet and find the fattest tree next to the road. You'll use that tree as your shield against the initial barrage from the APC.

Wield your gun camera from behind a large roadside tree.

Hide behind the tree and access your gun camera to peek around the tree. Focus on the road and monitor the approaching APC's progress. Keep yourself directly opposite the mobile command unit at all times. As soon as it stops moving, you can call down an air strike to take it out. Don't try it while the APC motors toward you—the strike will miss and you'll be hung out to dry waiting for a second try.

An enemy follows the APC and circles around your tree.

All the commotion may bring more trouble. Watch that new enemies don't surround you while you're busy with the APC. Stay hidden behind your tree and only engage enemies through your gun camera or with a long-range airburst grenade.

Call down an airstrike to ignite the mobile command unit.

PUMPED TO THE MAX

Two enemies guard the stock house.

From the convoy, head north and then east around the next large hill. You descend a slope and see a farmhouse in the distance. Two enemies patrol the house and start shooting when you approach the fields. Run for the cart and use it as cover to battle the two enemies, or drop prone once you can spot one of them.

Another enemy pair tries to blindside you at the house.

Wait for silence, and then run toward the house. Move up to the porch, then turn around and search for enemy activity. Your run attracts more attention, so deal with anyone that shows up for the party.

Three machine-gun nests surround the pump station.

At the house's corner, reload from the supply crate and jog west. Past the house's fields are a small hill and a large walled structure in the distance. The pump station lies on the hill's other side, along with three machine-gun nests and five enemies.

Unload on the enemy at the front nest.

Peek over the hill and target the nearest machine-gun nest. A headshot takes care of the guard.

Inch up the hill and look for the front machine-gun nest and its operator. Shoot the gunner first, and choose your next victim on the basis of who's more exposed.

Don't forget about the last machine-gun-toting guard.

After the front-nest guard drops, move down the hill and zoom on the far machine-gun nest. Kill him and look for the last two enemies hiding behind the rear crates. You might have a good angle on the farthest one from your small hilltop, but you'll definitely have to move down and engage the final enemy to clear the zone.

Once you reach the pump station in the fortified area's middle, plant your demo charge and complete the second objective.

Plant your demo charge on the fuel controls.

ESCAPE!

Two enemies converge after the whistle blows on your sabotage.

As soon as you plant the demo charge at the pump station, Command tells you that you've been discovered. The rest of the enemies converge on your position; you must be fast and deadly to escape to safety.

Two sets of guards bear down on you.

Two sets of enemies come from the pump station's opposite sides, one on almost the exact angle you took to eliminate the machine-gun nests and the second from the patch of rocks to the west at the road intersection. They soon find cover at the nearby crates and sandbags. Don't stick around to get overwhelmed.

More fun with jeeps!

Fire at the enemies on a run toward the hill across the road. You must quickly exit the area. Gun down as many enemies as you can, including the reinforcements that soon arrive in a new jeep from the eastern road. If you must leave some alive, so be it—your goal is to lessen pursuit while putting as much space as you can between you and the pump station.

Ambush a second jeep on your escape route from the pump station.

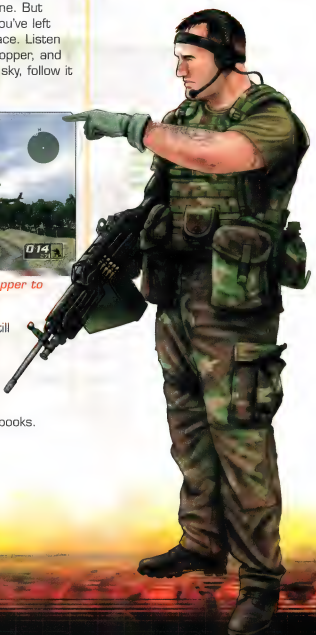
An unlucky guard meets you in the woods.

All that remains is to safely reach the extraction zone. But that's no small task if you've left enemies all over the place. Listen for the sound of the chopper, and when you spot it in the sky, follow it to the landing zone.

Follow the rescue chopper to the landing zone.

Blast any enemies still in your path. The helicopter waits for you at the extraction zone. Climb into the chopper and you're home free, another mission in the books.

If you reach the extraction zone, you escape with your life.



Mission 10: Railway

LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Get to Overlook Point
2. Laze the bridge
3. Protect the nuke car
4. Clear the abandoned train station

TIME & WEATHER

Day
Stormy

GHOST TEAMMATES

Brown
Fisher
Ramirez

BEST WEAPON

M14 DMR

EQUIPMENT SETUP

The M14 DMR might have been made in the 1950s, but it still holds up to modern challenges.

You definitely want a long-range marksman weapon on this wilderness excursion. The M14 DMR offers the range and the fast trigger to release rapid-fire shots if you can't go for a single kill shot. Just watch that you don't eat through its 160 bullets too quickly.

It doesn't matter which pistol you take along; if the enemy gets that close, you can kiss your head goodbye. Opt for the satchel charges over grenades because you run into some vehicles late in the mission and may want to destroy them in one big blast. Of course, you must take along a laser designator, as you need to provide a target on a bridge so allied jets can shred it with their missiles.

POINT TAKEN

Most of the mountainside enemies bunker down in the forest.

Command gives the order to stop a train loaded with nuclear weapons. From the insertion zone, head up the short hill directly in front of you.

Zoom through the foliage for a shot at the first enemy.

At the hilltop, you have two choices: either drop prone and search for enemies, or continue quickly down the hill and hope to catch two enemies with their guard down.

Make a break for Overlook Point, but monitor the woods for movement.

If you stay up on the hill, the forest to the northeast contains most of your foes, so concentrate there. You could see some reinforcements from the other hill to the north, but the first ones show up in the wooded area to the northeast. With your marksman rifle, zoom on the trees and peek through the foliage for your first signs of movement. Blast the bad guy before he gets behind cover.

The enemy operates in teams.

The shots draw the patrolling enemies to the area. You have your hands full shooting through the dense trees—sometimes shooting at a position rather than at an actual figure—and watching that enemies from the north don't sideswipe you. Whether you choose this course of action or not, don't sit around too long—you have a train to catch and time is short.

Your sniper rifle can make the difficult shot between the trees.

Your second option is to take the first leg of the mission at a dead run. If you immediately descend the first hill, you may catch the first two-man enemy team out in the field to your right. Shoot them down and run past their position before the rest of the enemies arrive.

When you climb the hill to Overlook Point, multiple enemies will engage.

Continue running northeast toward the first mission objective (Overlook Point). When enemy fire streaks in your direction, stop and return fire unless you think you can outrun the enemies that are trying to tag you. Your fellow Ghosts handle close enemies well; your job is to zoom at full range and catch the enemies shifting position in their various cover spots. Pause before every open area and scope out the terrain just in case.

CAUTION

The rocky terrain leading up to Overlook Point gives you great cover when you drop prone; however, you won't be able to see an approaching enemy, so don't stay down long.

Assailants pop out of brush or rocks to flood the air with bullets.

When you reach the base of a serious hill, you've reached the bottom of Overlook Point. Your destination is the top. Two enemy groups harass you on the climb, hidden in the rocks and brush to your left. Exercise caution as you climb and return fire.

Two enemies guard the top of Overlook Point.

At the top, a last two-man team circles the clearing to ambush you when you come into view. Cap them as you crest the summit. You have a split second before they lock on to you—use it to nail the lead enemy or pay the price.

TERROR TRAIN

Laze the train bridge with your laser designator.

At the mountain's top, where you can look down on the tracks below, is Overlook Point. From here, or anywhere down to the tracks, you can use your laser designator to provide a target on the bridge for a pair of allied jets to swoop in and blow the structure sky high.

The train motors toward a nasty surprise.

Clear your defensive position near the tracks.

Hold the laser designator on the bridge until you hear that the jets are on the way. Let them blow up the bridge, then rush down to get into position. You want to set up on the hill straight ahead, which gives you a commanding view of the tracks.

One team of enemies is nestled in the rocks to your left. As you approach the hill, watch for movement to your left and shoot the first head that you see. When you're sure enemies can't attack you from that direction, set up on the hill.

Drive out the few enemies hidden amongst the rocks.

NUCLEAR FIREFIGHT

The closest hotspot is the rocky hill west of your defensive area.

It's going to be a long fight for the nuke. You have three main areas to watch as the bad guys surround you. Stay vigilant and catch the enemies as they appear at any of the three hotspots, and you'll make it through and save the nuclear device from falling into evil hands.

The first spot is the boulders to your left. Only a handful of North Korean soldiers climb up the embankment here to harass you, but they can be brutal if you let them get in too close. Look for them early here, and constantly scan the rocky cover for signs of movement during the firefight.

Anyone who comes out from cover should die by your long-range threat.

TIP

Use the medic command on any Ghost who goes critical in the fight. It's worth a second or two to give up your position to heal your man back into action.

Your second hotspot is the rock formation directly across the tracks.

The second hotspot lies straight ahead in the rock formations on the opposite side of the tracks. It can prove to be the most troublesome spot for you; the trees and rocks provide good cover for the enemies. Of course, they have to break that cover to shoot back at you, so be ready for them when they do. Expect a lot of resistance from this spot.

The third spot you must be very conscious of is the path that you took down to the tracks. The enemy eventually swarms the Overlook Point trail. Keep your eyes on the radar in preparation for this trap. When you can't see from where the bullets are flying at you, and there's no one clearly in front of you, it probably means two or three enemies have crept down the trail to gun at your back.

Eventually the enemies attack from your rear.

Clean up any stragglers before the helicopter flies in for the nuclear cargo.

When the fighting begins, bounce from hotspot to hotspot as you help your men take out the enemy. Use your range to either kill the enemy soldiers before they can set up a good shot against you, or drive them into cover and hope that one of your fellow Ghosts has a better angle on

them. Little by little, you wear away the bad guys who are intent on stealing back the nuke.

Your last objective lies at the far end of the tracks.

When the allied helicopter arrives, you can release the nuclear payload to those capable soldiers and follow your new directive from Command—eliminate the "abandoned" train station down the tracks.

An enemy hides in the bushes in front of the station.

Head up the tracks and hug the cliff face to your left. You don't want enemies ambushing you from those hills above. By running along the base of the cliffs, you keep out of sight of potential threats on the near side of the tracks, while you can keep an eye out for bad guys on the opposite side. Your first station encounter will be two enemies in the bushes at the southeast corner. A steady volley from the Ghosts will pin them down and ultimately remove them from play.

Two guards use the barrels as cover.

After you shoot down the guards in the bushes, flank your team out to the right and watch for more enemy movement. A pair of guards hides out in the barrels in front of the main building. One will bolt up toward the tracks and look for foliage as cover. The second will stay down and make for a difficult headshot, though on the plus side, he can't really shoot at you either. Maintain your distance and punish them from medium to long range. Only when they fall should you advance on the main building.

The largest clump of station enemies patrols the backyard.

Circle around the buildings to the northeast corner and scan the backyard area. Most of the enemies hang out in the southwest quadrant, and it might be impossible to spot all of them due to the hilly terrain and trees. Fire on as many as you can from the corner and then give your team the order to advance toward the crates at the yard's center. Follow behind them, and duck and weave enemy fire as you return fire on the final enemies. Eventually, the last of the station guards falls and you fulfill your task.

Chase down the final enemy to end the mission once and for all.

After dozens of deaths, your ride finally arrives. The chopper settles in after you've cooled the area down, and the nuke is safely aboard one of your birds, so it doesn't end up with the North Koreans again. A little destruction at the train bridge saves a lot of potential destruction in the future.

Mission II: Bridge

LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Clear roadside ambush
2. Seize the bridge
3. Hold bridge for reinforcements
4. Defend allied tanks

TIME & WEATHER

Night
Rainstorm

GHOST TEAMMATES

Burke
Diaz
Salvatore

BEST WEAPON

M8/M320

EQUIPMENT SETUP

On this mission, you face infantry, rocket launchers, and tanks, so you need a powerful weapon to counter the enemy's potent defenses. The grenadier's M8/M320 fits the bill, with its 270 high-powered rounds and long-range grenade launcher. Unless you're severely outnumbered, the M8/M320 gives you the upper hand in the fight.

5.56x45mm/40mm - The M8 sniping with an M320 launcher is a lethal platform. While slightly bulky, this weapon provides fast and accurate fire.
M8/M320
30/270
Move
Back
Accept
Squad Options

Your upgraded grenadier weapon, the M8/M320, might be slightly bulky, but it provides fast, accurate, and explosive firepower.

The rest of your equipment ups the damage potential. You break out your standard M3A2 MAAWS to battle the tanks that plague your path, while you use fragmentation grenades early on in the mission to blast back enemies and wreck enemy defensive positions that trouble you.

ROAD KILL

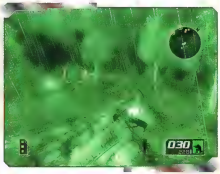
Don't be fooled by the empty village; it's not deserted.

Your first target is a road ambush to the southwest. Unfortunately, the direct route is through a village and out on the open road, which means you must surprise your enemies or the return fire will be a killer.

Run up the hill from the insertion zone and look for a nearby building's rooftop as you near the top. Stop before you expose yourself to the enemies in the village or on the road to the right. Instead, drop into a crouch and inch up the remaining hill. Scan back and forth across the village until you pick up the enemies on your radar.

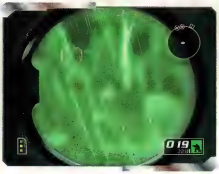
Clean out the village and rendezvous at the town well.

Sometimes, the enemies camp directly in front of you, which makes life difficult. If they set up in this configuration, you can't hit them from your present position (the house in front of you is in the way). You must approach the house, circle around to one side, and go for a quick strike on the unsuspecting guards. If you pick them up on your radar off to the left, you have a much easier shot. Crawl to a good shooting position alongside the large rock on the village outskirts and let them have it.



Two enemy groups guard the road.

Continue out the back of the village and up to the road (follow your mission-objective marker on the radar). Stick to the trees and brush until you reach the top of the hill at the northwest corner of the village. The ambush sets up on the stretch of road below you, with two three-man teams and two tanks sealing off the area.



Gun down the human targets in front of the tanks.

From the highest point on the hill, you have the elevation advantage over your unsuspecting foes. Target the three-man team directly below you in the field and mow them all down before their teammates can react.

A single missile toasts the tank.

Switch to the team that's closer to the road and order your fellow Ghosts to lay down suppressing fire. While they keep the enemies pinned down—or, hopefully, outright kill them—load up your M3A2 and aim at the first roadside tank. After it erupts in a ball of flame, load another rocket and find the second tank. If your team hasn't removed all the enemies by this point, you can switch back to your M8 and join in the clean-up act.

BRIDGE BOUND

Two enemies cross the road in front of you.

Turn your attention north for the bridge that grants access to both halves of the map. The enemy holds this bridge, and you must free it up so allied tanks can storm the northern section.

Veer toward the bridge in a north/northeast direction. You soon reach the road; proceed with caution. A two-man patrol watches the road in this area. You want to spot them before they spot you.

An enemy patrol in the distance might raise the alarm.

When the coast is clear, cut across the road and scan the distant, mountainous horizon for more enemy movement. Another enemy patrol walks the area to the bridge's southeast, and that's your attack route. You must eliminate them or they shoot at your back while you siege the bridge.

The lead guard patrols the trees at the bridge's front.

Approach the bridge from the mountainous terrain to the southeast. You can get in close without being detected if you stick to the brush and hug the impassable cliffs.

A single guard patrols the area in front of the bridge, near the mounted machine gun. Before you navigate down the hill to the bridge's stonework, take him out. His route takes him through the tree clumped below you.

Before you round the corner on the bridge, watch for attacking enemies to charge into view.

The lead guard won't know what hit him, but your shot announces your position to the other bridge guards. Rush down to the bridge's stonework. On the descent, watch for any attacking enemies that might charge around the corner at you. After a few seconds, if you don't see resistance, move into attack position.

Shoot over the weeds at the bridge guards.

There are two main areas to worry about: the bridge and the hill behind the bridge building. Concentrate your fire on the bridge, while your squad behind you covers the building (they do this automatically if you don't move too far out onto the bridge). Turn the corner and aim up the bridge over the high grass in front of you. Clip any guard out on the bridge first; they are the first to fire on you.

You have many enemies to contend with on the bridge.

The most important enemy on the bridge is the one manning the machine-gun nest. Don't let him turn the barrel in your direction or you could be in for a short mission. You may have to slide out from the corner a bit to line up the machine-gun enemy, but it's worth it if you can prevent return fire.

Three enemies attack from behind the bridge building.

Meanwhile, your fellow Ghosts eliminate the three guards behind the building. If their firefight lasts more than a few seconds, swing around to help the Ghosts before targeting back on the bridge.

When the reinforcements arrive, use the bridge girders as cover.

Eventually, the bridge is quiet—for a few minutes. Regroup on the bridge; when you reach the halfway point, you complete the second mission objective.

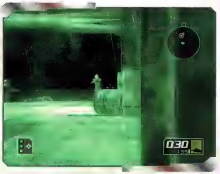
Now the battle heats up. Enemy reinforcements flood the bridge from the north, and it's your job to protect it. The problem? You have very little cover on the bridge, and the enemies outnumber you four to one. Hug one of the bridge's right support girders and drop prone to minimize your exposure.

The majority of enemies rely on the jeep for cover.

The new enemies approach from the bridge's left side and creep up behind the parked jeep. Snipe them through the opening in the jeep before they round the corner to the bridge proper.

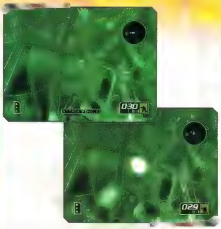
A steady hand cuts down the enemy advance.

Monitor your radar, since you must safeguard against enemies coming up the road too. Unfortunately, your positioning on the right side creates a blind spot that the enemies approach from.



Enemies sneak up on you from behind the barrels on the bridge's right side.

When the enemies behind the jeep dwindle, you may have to peek around your girder and shoot over the barrels near the bridge's end to clip any approaching enemies. You don't want them advancing too far onto the bridge or they gain a better firing angle on you.



The attack chopper will slaughter you unless a missile silences it.

Near the end of your bridge fight, an enemy attack chopper will swoop in and machine-gun down through the bridgework. It will slowly rake your team with deadly fire. Your only hope is a perfect shot through the bridge girders to strike the enemy bird out of the sky.

Two more enemies arrive from your blind side.

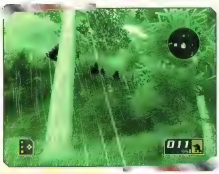
After the enemy helicopter drops into the darkness below the bridge, shift back and forth from the jeep to the bridge's right side and down the remaining enemies one by one. It's a long fight, so don't leave your position until Command gives you the all-clear signal and the allied tanks arrive to storm past the bridge. You have only a few more enemies—and two tanks—to complete your mission.

The bridge must be completely secure before your allies show up.

VANGUARD DEFENSE

The allied tanks rumble onto the bridge.

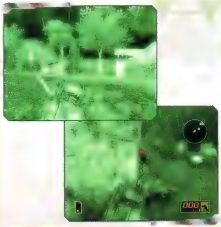
The allied tanks drive up from the south and continue into the northern stretch of land beyond the bridge. Your last objective is to make sure they safely reach the end.



Enemy ambushers hide up on the hill with rocket launchers.

What could stop tanks, you ask? Well, how about enemies armed with rocket launchers and two tanks set to launch shells of their own? Again, it falls on the Ghosts' shoulders to stop the threats.

Run ahead of the tanks at full speed. They move steadily, so you want to give yourself an early cushion. That way, if you engage the enemy, your tanks won't get too far ahead and out of your range of protection. As you race down the road, watch for movement up on the hills to the left. Before you hit the next town, two rocket-aiming enemies hope to sabotage the tanks. You must gun them down before the tanks enter firing range.



The heaviest resistance is fought in the town past the bridge.

TIP

If you're banged up and need some assistance, let the lead tank rumble on ahead and use its machine gun on the enemy infantry.

The town down the hill offers the heaviest resistance. Several enemies hide among the buildings or on the hills to either side of the road, and they stop the allied tanks unless you give them a lesson in firepower.

The tanks help you with their machine-gun fire, but it's your responsibility to rush through the town and drive the enemies out of their hiding places. Gun them all down so that one enemy doesn't slip through and get off that damaging rocket.

Penetrate the enemy tank's armor before it can destroy the allied tanks.

You can afford to lose only one allied tank. Three enemy tanks barricade the road past the town, and one opens fire on the lead tank after a few seconds. Unless you're very fast, the lead tank probably goes down.

Pull out your MAAWS and target the first enemy tank before it does more damage. Send the explosive into the heart of its armor, and then quickly reload to take out the second tank behind it. You won't have a third rocket. Signal for one of your Ghosts to attack the vehicle and bring it down for you.

Finally, your tanks motor through the enemies' defenses. You've furthered the allied military effort and have pounded another nail in General Jung's coffin.

Mission 12: Fuel Depot

LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Laze fuel depot for air strike
2. Reach extraction zone

TIME & WEATHER

Night
Clear

GHOST TEAMMATES

Brown
Dubois
Fisher

BEST WEAPON

M8 Sharpshooter

EQUIPMENT SETUP

The M8 Sharpshooter offers a sniper scope and rapid-fire trigger action.

Most of this mission is a run for the extraction zone and firefights with enemies at medium to long range. The ideal gun is the M8 Sharpshooter. Its marksman component can chip away at enemies from afar, and when you get in close, it's no slouch. You can fire quickly—almost autofire—by repeatedly pulling on the trigger.

You need the laser designator to light up the primary target, so that eats up a slot. The last two slots are for your backup pistol (any) and satchel charges in case you want to shred some tanks.

FUEL FOR THOUGHT

The road is deserted on the way to the fuel depot.

For once you have a free passage to your first mission objective. There are no enemies between the insertion zone and the best spot for using the laser designator on the fuel depot. It's an easy walk.

Find the cliff that overlooks the fuel depot for the perfect strike.

Follow the mission-objective icon on the radar, and walk down the road to a cliff that overlooks the fuel depot. One of your men calls out the ideal location when you get close.

The air strike hits your laser-designated target.

From the ledge, break out the laser designator and light up the fuel depot. The jets zoom in and explode the facility like giant Roman candles. Just like that, you've completed half the mission. Easy, right? Not quite; you still have to make it out alive, and the enemy isn't too happy about losing a fuel depot.

RUN FOR THE HILLS

The first guards patrol the house near the fuel depot.

After the fuel depot lights up the night sky, follow the road to the first house. No on seems to be around, but that's a ruse. Several enemies hide out behind the house and attack from two different directions.

When you reach the outskirts of the town, three of the enemies flank out to the left and fire at you from the back lot. Zing them all with your long-range shooting power.

An enemy sneaks up to the corner to catch you in a crossfire.

Another enemy slides around the right and sets up shop at the street corner. If you're not careful, he wings you while you concentrate on the three back-lot bad guys. Watch for him on your radar or if you hear a bullet whiz by your ear.

Finish off the enemies behind the first house.

Advance up the stairs into the back lot and sight on the corner to your right. An enemy is probably still back here, so make sure you're not zoomed; keep an itchy trigger finger in case of movement.

Two enemies stake out the road below the house.

Continue on the road behind the house. It slopes down to an intersection; hang a left here. Two enemies are set up on the road around this corner. Peek around the corner, identify their positions quickly, and attack while they're startled.

An enemy group walks along the main road.

Scurry down the road past the two dead guards, then cut off to the right and into the brush. Watch out for a group of enemies in the houses near the road. In fact, you want to avoid the road and the lights as much as possible. Head vaguely south as you follow the mission-objective icon on your radar, which eventually leads you to a new extraction zone as designated by Command after the first extraction point falls to enemy control.

When you reach the next road, study the areas illuminated by the streetlights carefully. Wait long enough and you spot an enemy patrol in the area. Gun them down and then turn your attention briefly to the north.

Order a Ghost to fire on the first tank.

A tank sits idle but ready for duty at the top of the hill. Since you have the laser designator, you must call upon one of the Ghosts to break out the MAAWS. Give the order to fire on the tank and stand back as the missile flies.

Strafe another enemy patrol along the road.

Leave the first tank and move southeast (still following the mission-objective icon). When you descend another hill and pick up the road again, you spy a well-lit intersection. Expect several wandering enemy patrols in the area.

The first ambush group hides to the east.

There are two enemy groups that patrol the main intersection. One walks the woods to the east, and the other stays near the road off to the west.

To continue, you must challenge these groups simultaneously. They probably assault your group after you enter the lit area by the road; don't do much moving at this point, or you just give them extra shots on you.

The second group comes out of the forest to the west.

Since your men are behind you, they have a better shot at the western group. Let them battle it out with them as you scan for the approaching eastern group. Look along the brush to either side of the road. When you spot an enemy, gun him down and look for his two companions. If you eliminate all three, spin around to help your teammates against any remaining foes.

GETTING OUT

Three enemies stand guard at the road into the main village.

As you draw closer to the extraction zone, you enter the main village's outer limits. Three enemies stand around talking on the main road near the intersection inside the village. You can use your rifle's range to nab these three, but the shots alert the rest to your position.

Reinforcements round the corner by the picket fence.

With the first three down, duck into the brush cover to your right and slowly advance on the intersection. Two more enemies support their fallen comrades from the northern half of town. Shoot them down before they come too close with one of those bullets.

An enemy hides in the bushes for an ambush.

A few enemies like to congregate behind the cart on the south side of town. Behind the cart, on the small side street that wraps around town, a small patch of bushes usually hides one or two enemies, who like to wait for the perfect ambush opportunity. Don't advance until you have them accounted for and under control.

The cart near the town intersection offers great cover.

The enemy parks several soldiers and a tank in your way.

Now you can enter the intersection safely. Veer to the right and head up the hill. At the road's summit, an enemy tank assaults you. Seek cover behind the houses to your right. Peek out at the vehicle and order one of your men to light it up with a rocket.

A smoldering tank finally allows you passage.

Three enemies trail behind the tank. Don't think you're safe when you see the ruined tank. Advance cautiously, and as soon as you see movement over the hill, start shooting.

Enemy teams charge up from the extraction zone in the hopes of preventing you from leaving.

Since the friendly helicopter couldn't land in the area, your backup plan is to rendezvous with allied vehicles at the enemy bridge in the southeast corner. Descend the hill past the tank and look for a large enemy group. They will defend the bridge with everything they've got.

Your ride arrives on the bridge.

Spread your team out and stay alert to enemy movement, muzzle fire, and your radar. Your ammo might wind down, but ultimately you drive the bridge enemies back and catch a ride out of the hot zone—for now.

Mission 13: Convoy

LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Relieve convoy
2. Cover convoy retreat
3. Clear the road for convoy

TIME & WEATHER

Day
Clear

GHOST TEAMMATES

Burke
Parker
Salvatore

BEST WEAPON

M8/M320

EQUIPMENT SETUP

It's a grenadier setup for the convoy-escort mission ahead.

On this mission, you must rescue an allied convoy and then escort it down a long road to safety. A truckload of enemies hassles you at almost every turn, which means you need a weapon with explosive capabilities. The M8/M320 delivers high-quality firing action with the option of dropping long-range grenades into the enemy's midst.

As with most missions, take along the M3A2 MAAWS and fragmentation grenades. The MAAWS comes in handy against the many enemy vehicles you face, and you can never have enough grenades on this fracas.

UPHILL BATTLE

A jeep with four enemies parks behind the rock near the first section of road.

At the insertion zone, Command fills you in on the situation: You must race to rescue an allied convoy from a large enemy threat. Line yourself up with the mission objective and run west at full speed.

You rush through a bit of field and past a large rock. Up ahead, the road appears. Veer right and circle around the big rock at the bend. A jeep is on the other side of that rock, and four enemies jettison out at the first sign of danger. To prevent this, load up one of your grenades and plop it down in the backseat. A single explosion knocks out all four enemies and makes the return trip a little easier.

A full patrol walks the road before your uphill climb.

Follow the road to the next bend and stay to the right where the tall weeds grow. A large enemy patrol walks the road ahead; catch sight of them before they open fire and start wounding Ghosts. When you spy them, drill the first one and continue the attack. If the other Ghosts don't immediately open up, it's probably because of the thick tree coverage (they can't see the targets). Step forward until you hear backup fire from your teammates.

An enemy soldier descends the hill to your left.

While all this is going on, you must keep an eye on the large hill to the left. An enemy or two might descend the rough terrain to get a crack at you. Sit tight in your cover spot and silence everyone before proceeding. Don't step out onto the road until everyone is dead.

Head up the steep hill to reach the convoy faster.

Regroup your troops and head up the steep hill to your left. This is a shortcut that intersects the road farther north. Don't waste any more time than necessary; take the shortcut and head directly for the allied convoy.

CONVOY CHARGE

Another enemy jeep sits at the top of the shortcut.

At the top of the shortcut hill, you again come out on the road. If you've stuck to the cliff face, when you reach the summit, a jeep full of enemies is immediately to your right. They won't see you because of the tall grass, but if you step out on the road, you're dead meat. Streak a MAAWS rocket through the jeep's windshield or heave a grenade into its seats to take care of that problem. Sometimes these enemies have migrated to the other side of the road, so be very aware of gunfire from the rocks and woods to the northwest and northeast of the parked jeep.

A second enemy group shoots at you from the road's northeastern side.

Run along the road to the north. Stay on the western side, since you face off against several enemies in the eastern trees or rock formations. Keep at a steady run to avoid any enemies locking in on your position (they probably see you coming first). The Ghosts are good about picking off the competition, even on the run. If you stumble across an enemy that returns continuous fire, stop behind a tree and try to zoom on the troublemaker yourself.

Launch a grenade at the enemy jeep by the convoy.

At the road's northern section, you spot the convoy under siege. An enemy jeep lies on the road's shoulder on your side. More enemies fire from the eastern side.

Take out the closest target—the jeep and any enemies scurrying behind it. Again, use a MAAWS rocket or grenade to do the honors.

Five enemies fire from the trees east of the convoy.

When the smoke clears, advance toward the convoy with an eye toward the east side. You should have the enemies on the western side accounted for, but your bullets must find more targets on the eastern hill.

Find the last few enemies through the gaps in the convoy.

Gun down the enemies as best you can. In order to expose them all, you must step out onto the road, which puts you at a disadvantage. However, use the convoy vehicles as cover and fire through the gaps between them as you weed out the final assailants.

THE BLOODY MILE

The newly freed convoy advances down the road.

You barely have time to reload before the allied convoy takes off. Your third objective is to see the convoy safely down the mountain, and the only way to do that is to get in front of it. The convoy motors along quickly, so there's no rest here. Sprint down the hill to get in front of the convoy.

TIP

The more space you put between yourself and the front of the convoy, the better. You don't want the convoy lapping you while you're stuck in an involved firefight.

Gun down the new enemy teams north of the destroyed jeep.

You may have cleared the road up to the convoy, but the enemies have filled in the gaps after you left. Four separate enemy teams will attack on the way back down to the destroyed jeep near the shortcut spot. All of them come from the eastern side of the road, with the first attacking just outside the convoy area. The next three engage from the tree coverage in about one-third intervals between your current position and the destroyed jeep.

More enemy teams fill in northwest of the destroyed jeep.

After you reach the destroyed jeep, the next attack comes out of the rocks to the north as you approach the bend to the south (basically the same spot in which you took out the early enemies who may have escaped your strike on the parked jeep). With all the rocks and trees, it's hard to spot the attackers. Continue on a run and hope that the other Ghosts pick them off. If not, when you see a muzzle flash or notice the blip on the radar, stop and fire a few bursts into the cover in the hopes of striking flesh.

Enemies stream out of the western woods and toward the convoy.

As you head into that next bend to the south, two more enemies come out of the western woods. If you're on your toes, you catch them crossing the open space between the trees. Hit them here and you won't have any prolonged problems.

Two enemy teams engulf the road as it doubles back to the west.

The road now doubles back to the west. Two enemy teams set up ahead, one streaming out of the woods to your left and the other on the hill to your right. The enemies scatter at your approach, ducking behind trees or heading up the hill for a better position. Spread gunfire around as you advance. The enemies on the hill are the most dangerous, since they have some cover and are closer to you. Drill them first and pick off the others on the road as soon as you can.

A little farther ahead, four more enemies will attack at around the same point that you originally encountered that first jeep way back when. Usually, they send two men up the road and two men over the hill to your right. Order your team to flank right. You take on the road crew, and your men will be in perfect position to annihilate the second enemy half as they come over that hill.

Enemies like to set up on the hill behind the road signs.

Eventually, the dirt road sweeps into its final bend to the southwest. At this point, an enemy sits up on the hill behind the road signs, sticking to the bushes for cover. Cut him down before he can dodge behind a tree and jump out at you for a point-blank attack.

An APC rolls up the road to challenge you first.

When you hit the road's southwest stretch, an APC advances forward to stop your team. Load up a missile or order one of your men to attack the vehicle. It must become scrap metal for you to continue.

An enemy patrol arrives behind the APC.

On the last stretch of road, in the map's southwest section, the final enemy encounter hopes to stymie the convoy: a roadblock spearheaded by two large enemies groups. They have a great position on you; you must act precisely or you suffer casualties.

Cut through the first enemy group to reach the second.

Whatever you do, don't charge up the hill by yourself. There are too many enemy guns aimed at the road, and it's easy to fall prey to enemy crossfire. The Ghosts must take it for the team. Order them to advance to the hilltop and let them set up a defensive screen.

The final enemies lie dead on the road.

While the Ghosts open up, move in behind them with your reticle ready to snipe the first threatening thing to move. Focus on any group that doesn't have the Ghosts' attention.

A coordinated defense brings the convoy safely through to the end.

Some of the Ghosts might drop, but it buys you enough time to switch to your M8/M320's grenades and open fire. If you can't find a good cover spot, keep moving and always trigger off airburst grenades at the farthest enemies.

It's a brutal fight but one that you win in the end. As the convoy rolls up the road, pat everyone on the back for a job well done, or get them to a hospital in preparation for your next mission.

Mission 14: Quarry

LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Infiltrate and secure the quarry
2. Locate and obtain Intel documents

TIME & WEATHER

Day
Clear

GHOST TEAMMATES

None (lone-wolf mission)

BEST WEAPON

M29

EQUIPMENT SETUP

On your final solo mission, you sling the M29 one more time.

There's no choice on this mission—the equipment shown at the start is what you get. However, the M29 gives you accurate firepower to fight off multiple threats at once, and its grenade launcher splatters those hard-to-reach bad guys. You also have satchel charges for annoying tanks that get in the way and frags for extra pounding power when things get nasty.

HUNTING FOR QUARRY

First contact comes on the road.

From the insertion zone, take off across the road and up the hill to the southern embankment. Run along the chain-link fence, keeping the map border to your left and the tree and rock cover to your right. By moving in this way, enemies can't attack you from behind, and any enemies that shoot at you must hit you through defensive terrain.

The first enemy group patrols the road beyond the initial bend. Plant yourself behind a big tree and zoom on the road until all three enemies come into sight. This trick works best if you use your gun camera and keep yourself completely hidden. Hit all three if you can; otherwise, the survivors retreat to the cover on the side of the road and make for a much more difficult shot.

A second enemy group backs up the first.

A second group follows the first patrol, but uses the hill to the right as cover. Don't leave your cover spot; slide to your left and bounce from tree to tree until you find an angle on the new enemies. Gun down any enemy you see, using your gun camera for the best shots with your body behind the tree. When you think you're safe, slide back and forth between two trees to see if anyone takes a shot at you. If not, move on.

A lone assassin sits among the stone blocks by the guardhouse.

One enemy mills about the stone block area in front of the guardhouse. Keep to the rocks and brush, and scan the blocks for movement. The enemy might detect you, but if you stay hidden, he's forced to advance on you, making him an easy target.

Use cover to approach any remaining threats.

Cut across the road, through the stone block area, to the guardhouse. From the guardhouse, run to the

boulders on the right side of the road that winds southeast. There are no enemies in the immediate area; you just want to get into position to monitor the road ahead.

An enemy transport drives in reinforcements.

As if on cue, the enemy rides up the road in a truck. It stops at the bottom of the hill, but if you set up next to the boulder on the right side of the road, you have a clean shot at any enemy who leaves the truck. Stay hidden and rely on your gun camera to expose the juiciest targets.

Circle the truck to eliminate the defending enemies.

The enemies exit from the rear of the truck. Stay under cover to hit any enemies who advance on you. After you down two or three transport enemies, leave your cover to get the rest. Slide out to the left and fire at any remaining enemies that you see. You can even drop prone and shoot under the truck to wound the enemies in the legs before finishing them off later.

RUN WILD!

Two enemies lay suppressing fire as a third partner tries to sneak up on you.

Head past the transport and round the bend to follow the road as it curves north. Don't stay on the main road; take the offshoot that runs east (cutting off a significant portion of the road).

This brings you out next to two enemy groups. The first lies directly ahead. Two of the three-man group lays down suppressing fire from the hill opposite you, while the third member sneaks down to the cliff wall to your left. If you stay pinned down too long, the third enemy charges at you and probably causes some damage. Quickly cut down the two on the opposite hill, then turn your sight down on the road and inch out until you can blast the third enemy.

Another three-man team lies in wait up the road.

Meanwhile, a second three-man team pushes forward on the road's northeast stretch. They use the large rocks as cover and hope to set up a defensive line that will cripple you if you try the road. Stay in cover near the hill's top and fire on them as best you can. Don't engage them on the road while they have the rocky cover.

At the construction site, your first enemy fires from atop the mound.

Assuming you take care of those six enemies, take the road leading east. When you see the construction site, slow down and look for cover along the cliff wall. Several enemies hide behind the construction equipment; at least one climbs the mound in the middle of the yard and lets it rip.

A machine gunner fires from within the rocks to the east.

It's a tough battle. From your cover spot, hit the enemy on the mound. To get the rest, you must sneak in amongst the construction equipment. Take advantage of the tractor's big treads; you can hide behind them and rely on your gun camera to find the exposed enemies. Far up on the rocky cliff wall to the right (east), a single machine gunner monitors the whole yard and has a clean shot at you. If you enter the yard, he eventually wounds or kills you.

A second team hides under the giant tractor.

Shoot the enemy up on the rocky cliff before you attempt the construction equipment. With him out of the way, weave in and out of equipment and fire at anything that moves. When you think you have everyone, think again. Two enemies hide under the giant tractor and come out after you turn your back on the area. With no more bullets flying around, move up to where the machine gunner was located and restock at the supply crate there.

Two enemies watch the road but won't know what hit them if you come up the back side.

Hug the right cliff wall when you leave the construction site. Stay off the main road and sneak up the passage that splits off on the eastern side.

Two more enemies lie in ambush up here, but their attention is on the main road. Come up behind them and make mincemeat out of them.

Three enemies camp out behind the next rock formation.

Don't get too cocky, though. A few steps farther exposes you to a three-man team that guards the section of the road to the north. To maximize your odds, catch these three enemies while they're out in the open and before they rush for cover behind the nearby rocks. One of the enemies might break for the machinery off to the east and proves even harder to remove.

One of the enemies fires from behind machinery.

The three enemies out in the open are not the only resistance. The enemy has a crossfire trap set up for you. A single enemy flanks out to the far west, and three more flank out along the eastern cliff wall. Unless you know they're there, these enemies pick you apart when you move. To break through, inch out until you see the western guard; shoot him. With your back now safe, slide out and take care of the other three.

Some enemies stay wide and look to catch you in a crossfire when you enter the machinery area.

An enemy jeep arrives with guns blazing.

After those enemies take a dirt nap, an enemy jeep drives from the northwest. Throw as many shots as you can as it approaches. If you can nick a guy or two, so much the better. When it gets close, retreat to the rocks nearby and peek out with your gun camera to nail the remainder.

Advance to the next bend as the road winds to the west. A crane is in front of you, and in front of the crane, the land forms a ridge that the enemies use as cover.

In the area in front of the quarry, an enemy crawls along the rocks to get you.

While you approach, use rocks as cover and watch the cliff wall to your left. One of the enemies quickly moves along the rocks and surprises you. Gun him down and turn back to the ridge. Wherever you see enemy heads pop up, zoom on the area and wait for the enemy to attempt a counter-attack. When he does, hit him with a fatal headshot.

More enemies fire from the ridge near the crane.

Now you can assault the crane. Run toward the structure with your focus on the ridge and the rock formation to the right (north). When an enemy moves, trigger a few bursts in their direction. You either have a kill or keep them down so you can make it to the crane.

Advance on the crane with your eyes on the rocks to the north.

From the crane, fire on its right side for a straight-on shot at the rocks, or move around the crane to get a better angle on anyone hiding there. A minute or two of this dislodges anyone from their defensive position.

Only an expert shot picks off the enemy pressed against the northern rocks.

There are two sets of rocks before you reach the quarry area. One or two enemies may still be among those rocks, so be careful. Advance and watch your radar for a red dot to suddenly appear, telling you that an enemy waits on the other side of a rock. You must reach the rocks directly in front of the quarry, so plow through whatever resistance is left.

Pop the enemy in front of the dump truck at point-blank range.

QUARRY GLORY

An enemy tank makes it impossible to waltz into the quarry.

The rock formation in front of the quarry gives you a great view of the first enemy tank. The armored monster guards the entrance, and its machine-gun turret and cannon booms against your rocky cover. Before you can do anything against the enemy camp inside the main quarry, you must eliminate the tank.

An air strike gets you past the initial tank barricade.

The first step is to peek out from the rocks and paint the tank as a target for an air strike. A few seconds later, you have one roasted tank.

One or two enemies leave the quarry and come after you in the rocks.

Sit tight for a few minutes. One or two enemies leave the quarry area and attack your rock formation. Either stand up to shoot over the rocks at the approaching enemy, or wait until he rounds the corner and drop him there.

The enemy has a stranglehold on the quarry.

With the first tank a smoky ruin, advance up to the rise that leads into the main quarry. Drop prone and survey the enemy position. Two enemies are to the left at the supply trailer, a group of enemies are to the right in front of those trailers, and more are in the distance (that won't be a factor right away).

Your priority is the supply crate near the trailer.

Shoot as many enemies as possible while they're out in the open. Your priority is the two enemies by the supply trailer. You want that supply crate because your ammo is running very low by this point. Scatter the enemy with some kill shots to their comrades, then run for the supply crate and the protection of the supply trailer.

Aim through the camp clutter to wing another enemy.

After you reload at the supply crate, play your entire war plan against the quarry enemies from the supply trailer.

Steal the laptop in the tent to complete the first mission objective.

Your first goal is to steal the laptop in the tent 30 feet in front of you. Fire at any enemies you see from the trailer corner, then inch out and bury any enemies around the tent. Run up, grab the laptop, and retreat to the supply crate area again.

You've completed the first mission objective, but to complete the mission, you must eliminate every enemy in the quarry—no small task. You must steadily work your way forward through all the entrenched enemies. To make matters worse, when you nab the laptop, two enemy tanks and dozens of soldiers reinforce the quarry.

You must challenge the enemy one by one to reach the back of the quarry.

The second wave of enemies stays near the rear of the quarry. The first tank drives up and parks behind the easternmost tent. The second tank sits in front of the back cave. You don't want to mess with those tank gun turrets, so always keep an obstacle between you and the tanks; if they can't see you, they can't shoot you.

After you clean out enemies from the front half of the quarry, summon an air strike for the first tank.

TIP

Fire at anything that moves in the quarry. You have plenty of ammo in the supply crate; burn through your bullets and grenades and don't give the enemy a chance to counterattack.

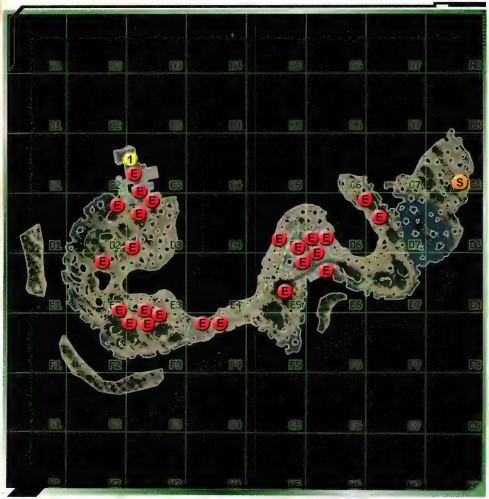
The remaining enemies divide up among the machinery to the left, the trailers in the middle, and the rocky formations to the right. Whenever you see an enemy, launch one of your grenades into the area. With a steady diet of airburst grenades, you clear out the area slowly, even striking enemies that you might not see from your present position.

Destroy the second tank by the cave and you complete the mission.

When you have a chance to peek out from your corner position, target the first tank for an air strike. The explosion devastates that tank. Now you just need to eliminate the second one.

Be careful not to get hit by stray gunfire and slide out to your right. Inch across the open space until you can see past the middle trailer and can target the second tank behind it. Call on yet another air strike to help the cause. The resulting explosion finishes off the tank and, after a grueling one-man show, finishes off the mission too.

Mission 15: Dam



LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVE

1. Prevent arming of the device

TIME & WEATHER

Day
Clear

GHOST TEAMMATES

Brown
Fisher
Kim

BEST WEAPON

M8 Sharpshooter

EQUIPMENT SETUP

On the last hurrah mission, opt for the M8 Sharpshooter and its long-range killing power.

With the majority of enemies striking at you from afar, it's time to break out the ol' reliable M8 Sharpshooter marksman rifle again. The M8 gives you better range than your opponents have and its rapid-fire trigger allows you to fight well at medium range if necessary.

The M1911 works as your backup weapon. You won't run out of bullets on the M8 Sharpshooter, but if you want to sneak up on an enemy hidden in the rocks around the dam, the M1911 is the better choice. As with most of your missions, take along fragmentation grenades and the M3A2 MAAWS, which you need in order to battle an APC, three helicopters, and a tank.

OVERPOWERING THE POWER PLANT

Your sniper rifle reaches enemies across the river without exposing your team to return fire.

After Command gives you the mission objective—to reach the nuclear device as quickly as possible—look around the insertion zone. A river separates you from the rest of the map. If you cross that river with enemies watching the waters, you are sitting ducks. Fortunately, you've brought along the long-range M8 Sharpshooter, so you don't have to risk any of your teammates.

Assassinate the patrol at the parked jeep.

Sneak down to the large rock to the right of the path leading to the river. From there, zoom across the river on the stretch of road ahead. You spot an enemy patrol on the road. While they're all centralized, start picking them off one by one.

The surviving enemies split up and head for the river rocks.

You won't get them all. The ones that survive your initial strike fan out into the trees and make their way toward the river. From the trees, the enemies advance to the big rocks along the riverbank that offer a lot more protection. Locate each enemy, and when they make a break for the rocks, rip them apart in the open ground.

After you take care of the roadside guards and you're sure no one else is hiding out along the shore, bring your team across the river to the dirt road. A jeep will bring in reinforcements from the road to your left. Make quick work of them as they drive up. Follow the dirt road west around the next bend and hide out in the rock formation on the northern side.

You must knock down the first of three power plant snipers.

In the distance are the buildings and the main gate of the dam's power plant facility. Search the rooftops of the buildings to spot three snipers: one on the left building and two on the right. Before you approach the power plant, shoot all three of those enemies. From their elevated position, they have an excellent view of your approach; your best option is the element of surprise.

Monitor the corner of the building for more guards.

Your shots alert the rest of the power plant enemies. A four-man enemy team emerges from the corner of the building on the left. Stay put in your cover spot and eliminate each one as he turns the corner. If the enemies smarten up and stay hidden around the corner, roll once or twice to the left to develop a better angle on them.

A second, three-man enemy team camps around the corner by the gatehouse. Be careful not to walk into the facility through the main gate or these bad guys will be all over you.

Two enemies hide below the eastern embankment.

THE ROAD MOST TRAVELED

Instead, follow the rocks up the eastern passage that splits off from the road. You have more cover than on the road, and you can come up behind a pair of enemies who hide out below the embankment. Watch the red dots on your radar, and descend the embankment's stone stairs into the power plant. When you turn the corner, you should be able to plug the two enemies from behind or at least assault them from a better cover spot. From up here, you can also dispatch the enemy team near the gatehouse.

A quick shot through the chain-link fence brings down another enemy.

Now you can circle the power plant and look for any stragglers. The chain-link fencing can cause some ricochets, but if you spot the enemies far enough away, your sniper rifle gives you time to react to the ricochets. (If you had a normal weapon, the enemy would be on you much more quickly.) Be aware of the enemy group that circles the facility along the western slope; they can shoot down into the facility from up on the rocks. When all is finally silent, move your team to the power plant's western exit.

A three-man enemy patrol protects the woods to the south.

As you leave the power plant's western exit, target the woods to the south. Three enemies patrol here; they may be difficult to spot with the thick trees and heavy brush. If the shooting gets intense, drop prone and zoom through the brush to pinpoint any enemy heads you may see.

The enemy vehicle destroys your group unless you smash it as it crests the rise.

Grab your M3A2 MAAWS on your way up the hill. Stick to the road and focus on the ridge at the hill's top. As you move up the road, an enemy vehicle rounds the corner and turns its weapon on your team. If you give it more than a second, it sends bullets ripping through the Ghosts. Decimate the vehicle as soon as it presents a full-fledged target.

Zoom on the enemies who follow the vehicle.

Switch back to your rifle and wait for enemy activity. Five enemies who have been trailing the vehicle approach along the northern wall. Send them to an early grave.

Be careful that a few enemies don't linger in the rocks behind the vehicle.

Have your whole team slide out to the left now and cross the street so you're opposite the rock formations behind the vehicle. More enemies probably have lodged themselves in the rocky cover; watch for muzzle flares and bullet streaks to zero in on the remaining nuisances.

The biggest enemy ground force you've seen yet assaults you on the road's western stretch.

Cross back to the rock formations that the enemy used, and trace your way to the highest point near the northern wall. Up ahead, the enemy amasses a huge attack force. Expect two three-man groups on the road immediately below you, plus one more group in the distance and another that navigates the rocks to your right.

Pump as many rounds as you can into the enemy squad while they're still on the road.

Find a good rock to crouch next to and zoom on the road below. Using the M8 Sharpshooter's rapid-fire trigger, pump as many rounds as possible into the enemy advance. The more you knock down on the road, the easier the journey is going to be. Let any of them escape and they'll hide in the rocks and make your battle a point-blank affair that could go either way.

The enemies try to rush you.

Try to keep track of where the enemies scatter. Even if they lay low for a while, you can survey their hiding spots and patiently wait for them to shift position. A piece of helmet, shoulder, or boot—even the smallest scrap of uniform—might be all you need to see to pick that enemy off. Your first shot might only wound the target, but it might jar them out of the hiding spot and into your second, deadly bullet.

HOT DAM!

Finally, the huge enemy group lies dead on the road or on the rocks to the west. When you can safely cross through the massacre, head toward the forest area below your rocky hills. A single enemy vehicle hides in the shade and will shot at you if you try to cross northwest through the rocks. A single M3A2 missile should do the trick, and you can stock back up at the supply crate near the downed vehicle.

An enemy vehicle hides in the shadow of the trees.

Now you can follow the path northwest up toward the dam. On the plateau above the dam, Jung sends two attack choppers against your team. Order one of the Ghosts to destroy the rear helicopter, while you go after the lead birdie. Load up a M3A2 missile and take cover behind the plateau rocks while the choppers approach.

You hear the first attack chopper coming over the tree line.

The first one hovers into view just above the tree line to the north. Fire a single missile and blow it out of the sky.

If your teammates miss, you must down the second chopper in midflight.

Hopefully, the Ghosts have destroyed the second chopper as well. If not, reload your MAAWS and stick close to the rocks as the second chopper flies by and scatters gunfire around you. Destroy it on the return pass. When it slows down to line up a shot on you or your men, fire on it first with a missile straight into the cockpit.

Two enemy patrols guard the plateau closely.

As the chopper pieces trickle down from the sky, fan out into the plateau. Order your men to flank right down the road that dissects the plateau. Meanwhile, you work up to the left near the highest point. A two-man enemy team tries to hit you from behind here, but you'll beat them to the punch if you hustle to the top. Your fellow Ghosts should engage the second enemy patrol near the middle of the plateau. Come up behind them and lend support fire wherever you see fit.

A manned machine-gun turret defends the dam's main gate.

Now that the plateau guards are out of the way, you can tackle the dam itself. Move to the ridge that overlooks the field in front of the dam. There's a machine-gun turret in front of the gate; target it before it targets you. Look out for three enemies that wander the fields to the left of the machine gun.

A final enemy team searches for you in the trees in front of the dam.

Descend the hill to the area around the disabled gun turret. A three-man enemy group patrols this area, so be on your toes. As you approach the main gate, focus on the western side and spray the grounds with enough gunfire to kill any resistance.

Blast apart the enemy vehicle so you can approach the dam.

At the main gate, you see an enemy vehicle guarding the courtyard. Order one of your men to launch an anti-armor rocket into it, or do it yourself if you have any missiles left.

Enemies reinforce the dam's main gate.

You can scoot up to the machine-gun nest for cover as you siege the dam's main gate. Several enemies will pour out from behind the destroyed vehicle. Catch them to either side of the vehicle and make sure they don't set up to shoot back.

It might look like clear sailing to Jung in the dam, but one last, mean obstacle remains. One of Jung's tanks blows open the dam wall to the right of the main entrance and comes charging out at you. Given more than a few seconds, the tank will destroy you and your team. Order one of your men to destroy the vehicle as you prepare for the final confrontation against Jung.

A tank blows open the dam wall and attacks mercilessly.

All that remains is to see that General Jung never tries anything like this again. He attempts to escape in his personal helicopter, which, unlike other attack choppers that hover while lining up a shot on you, won't present an easy target. You must nail the chopper while it's soaring overhead. Only when Jung's chopper death spirals out of control have you finally put this nightmare to bed.

Before General Jung can escape, launch a missile into his helicopter.

GHOST
RECON
2
PlayStation 2

Ghosts of the Past

A nuclear cloud hangs over the world, or at least the threat of a nuclear winter does. Just like the years following the deadly use of the atomic bomb in World War II, the world could be on the brink of another nuclear cataclysm.

The enemy can come from the horizon at any moment, and the Ghosts must be ready at all costs.

That's where the Ghosts come in. They are the U.S. elite covert action team sent on the missions no one else can handle.

They bounce from political hotspot to deadly combat zone, trying to keep the peace through whatever means possible. When the government needs someone to perform a tank ambush or blow up a critical bridge or recover stolen nuclear missiles, they call on the Ghosts.

Battles against tanks are an everyday occurrence with the Ghosts.

The current campaign sees the Ghosts in North Korea battling Major General Paik's heavily armed troops, who have accumulated a nuclear stockpile that can only mean disaster if left unchecked. The Ghosts won't let that happen. On a campaign to harass and dismantle Major General Paik's forces, the Ghosts race to prevent a catastrophe and stop a lunatic who has access to powerful technologies.

We don't know their ranks. We don't know names. When the Ghosts complete a mission, we never even knew it happened. With war on the horizon and the world poised on the brink of extinction, America's greatest covert-ops team protects us all.

Sometimes it gets messy in close combat too.

When you do your job correctly, no one, including the enemy, knows what happened.

MISSION BRIEFINGS

For those of you who want to keep bullet holes out of your fatigues, this guide will get you through *almost* unscathed. Missions include a convoy strike, a raid on a refinery, a rescue of a downed helicopter pilot, and escape from the massive enemy counterattack that follows. Of course, you have to live long enough to see them all.

The "Field Training" section explains how to master your military maneuvers, from coordinating movement to operating in complete stealth to employing insidious combat techniques. The "Weapons Briefing" section gives you the complete rundown on the game's weaponry, while the "Multiplayer" section instructs you on the ins and outs of multiplayer battles.

If you're already an expert and want to skip directly to the single-player mission briefings, flip to "Mission 1: Tank Ambush," which details the game's first objective. We provide a walkthrough for all 14 missions, detailing enemy positions, pitfalls to avoid, and tips to seize the day.

Are you ready to join America's elite force?

You'll be right there on the frontline for some missions.

Infiltrating an enemy camp is one of the many tasks for which you'll be called to duty.

Field Training

The Ghosts move as a coordinated unit.

You don't have an army at your back. If this were a regular military tour of duty, you could depend on several thousand troops, maybe a division of tanks, and heavy air support to help with your objectives. Not with the Ghosts. You're stuck with a single four-man team. You'd better have your training down pat or you're unlikely to penetrate the local Boy Scout meeting undetected, let alone a North Korean command post.

BEST OF THE BEST

Each Ghost can perform any number of duties and works well with the team.

Unlike many other combat simulations, *Ghost Recon 2*'s soldiers don't have true stats. You and your three teammates are the best of the best, the ultimate soldiers. You can customize your weapons and equipment, but you will always be a four-person squad. Your three companions are set at the start of the mission, based on their skills for that particular maneuver—so just grab an M4A1, a rocket launcher, and some grenades and go toast some terrorists.

If you miss a charging enemy with your sniper shot, your teammates still defend you fiercely.

TAKE CHARGE

Lead your team in most situations.

In nearly every combat situation, it's better for you to lead the charge or dictate the commands to your squad. If you let the game's AI take over and send your team blindly into hot spots, you could lose a member or two even in the simplest of firefights. For example, you may ask your team to run through a valley and position themselves behind some trees on the eastern side, and they'll do just that. However, where you would scour both directions before proceeding, they may not look to the west as they move out into the valley, which is bad news if there's an enemy force there.

Send your team ahead only when you can cover their backs.

RELY ON RECON

It's best to know what's ahead of you so you can plan accordingly. Scout around an area before you or your team charges in. You may spot a hidden enemy up on a hill that you wouldn't have noticed otherwise, or you may recognize a trap before it annihilates your whole squad. Also, you must know what to expect so you can adopt the best plan of attack, especially when you must attack and give orders simultaneously. However, in an area where you can't immediately spot an enemy attacker, let your men recon and they might down the threat before you have to worry about it.

Scout out areas before your team walks into a massacre.

TIP

For recon, the marksman weapons have the best scopes and extend your natural eyesight.

You can react faster than your computer-controlled men.

SQUADRON SUPREME

To become the ultimate fighting force, you must master your squad movements. If you try to do everything yourself, you won't perform as well—you're only using one-quarter of your fighting strength.

You'll use all your squad-movement options to get through some missions alive.

Advance your whole squad with a simple command.

Practice the Advance command first. When you order an Advance, two of the Ghosts rush forward to the marked spot, while one of them hangs back to guard your side.

You mostly use the Advance command to send your Ghosts into cover spots (a clump of trees, a building corner, etc.) as you proceed across the map. When your team is in cover, break cover yourself and rush to the next cover spot as both teams coordinate and protect each other.

Order the Ghosts into a cover spot to set up your next move.

Advance is also useful when you want to force an enemy position. You can Advance your team toward the enemy, while you flank to the side and set up an easy shot from the exposed angle. As long as you don't send your team into a massacre, you can rack up a lot of enemy kills with the two-pronged attack.

Flank the enemy while your men preoccupy him from another direction.

The Covering Fire command can keep an enemy pinned down while you flank him.

The Covering Fire command lays down a defensive screen of gunfire. The Ghosts stay in place and unload a barrage of bullets in the direction you command. When the enemy is bunkered down ahead of you, and you must break through their position, the Covering Fire command lays a hurting on the enemy as the Ghosts fire more bullets than normal. Even more important, Covering Fire keeps the enemy heads down, so you can charge through the cover fire to a better position or angle for that one enemy who just won't go down without help.

The Hold command keeps your Ghosts from getting into trouble. Many times you must do something solo, and you need the rest of the team to sit tight. If you want to sneak up on an enemy position, for example, you don't want four people trampling through the woods to alert the competition. Say you want to battle a tank with your M3A2, you don't want to bring the whole team close to a potential explosion and risk injury. Finally, if you want the Ghosts to fortify an essential area, have them Hold to watch the area carefully.

A Hold order freezes the Ghosts in their tracks.

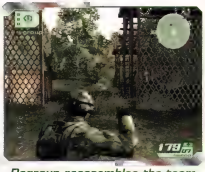
Issue a Take Point order to put someone in the front.

When you're tired of leading the way, signal a Take Point command and let one of the other Ghosts scout ahead. This is useful when heading into enemy territory and you've already taken some wounds. Let someone else draw the potential enemy fire while you and the other Ghosts counterattack defensively.

Sometimes you just want to overwhelm an opponent. To do this, call upon the Grenade command. Your entire squad pops a grenade and heaves it in the direction your reticle points. It's a potent three-pronged explosion that buries most opponents if you've aimed properly.

The Grenade order can destroy an enemy position.

Set things back to normal at any time with the Regroup command. Regroup erases a previous order, so, for example, if you have the Ghosts on Hold and need them to support you right away, Regroup and assign a new command that fits with your ongoing battle plan.



Regroup reassembles the team by your side.

As long as you've got each other's backs, you'll do fine.

WHICH WEAPON?

Each mission's tactics revolve around the weapon you choose.

You have many weapons to choose from, but you get only one rifle and one backup piece. Since your men don't have stats, the guns define them. Your men automatically choose weapons (you don't choose for them), so don't pay much attention to their equipment. Always absorb whatever information you gain prior to the mission and use that to determine which weapon to use. If you don't beat the mission on the first try—which almost always happens—learn from the mission encounters and factor that into a better weapon selection on the next try.

An assault rifle has a quicker rate of fire than a marksman's rifle.

THE POWER OF MOVEMENT

Stealthy movement keeps you alive longer than a bucketload of bullets.

Shooting is not the key to a game like this. Stealthy movement and tactics keep you alive. It helps to kill the enemy in a single shot, but if you aren't in the proper position, the return fire cuts you to ribbons. Your missions are much more successful if you move and deploy according to the tactics you learn in this chapter.

THE CROSSFIRE

Set up a crossfire to hit an enemy position from two separate locations.

Move one team a short distance, then have the first team cover the second team as they move. As you work your way toward your objective, the teams flank out around the enemy. If one team runs into a group of hostiles, they don't have to fight them alone; the team covering them should surprise the hostiles and take them down before they have a chance to mow down the vulnerable team. The team's arc of fire should always be straight ahead or aimed forward of the second team's planned location.

TIP

Flanking your enemies assaults them with gunfire from two different directions. Even a fortified position won't hold long.

SNIPER TIME

The marksman is more than a really good shot. On many missions, particularly wilderness-based ones, you use the marksman's telescopic sight for recon.

A marksman's scope helps you see enemies the naked eye can't pick up.

Before you move a team's position, scout the surrounding area with your marksman weapon. Move carefully until you spot an enemy at long range. Identify all the enemies in the area, then plan a route that can flank the nearest ones without danger of return fire. If you can't engage an enemy without exposing your backs to other enemies, use your sniper rifle to pick off as many targets as possible and relocate to attack from a different angle.

NOTE

A marksman's telescopic sight is 10 times better than your normal vision.

For example, let's say you want to take a ridge guarded by a fortified machine-gun post atop the rocky cliffs. If you charge up the slope with guns blazing, the machine gunner probably buries you before you get halfway up the hill. Instead, zoom in with sniper rifle's scope and monitor the post for a few minutes. You notice two guards up there, and you discover that the machine gunner periodically leaves his weapon to take a stroll. Time the raid for when the gunner leaves and take out the second guard. With your second team charging up the hill, keep your sniper rifle focused on the machine gun. When someone grabs the machine gun, pick him off. A little luck has you unscathed and inside the post in no time.

Sniper rifles are very useful against the enemy's guard towers.

CROUCHING SOLDIER, HIDDEN ENEMY

This is not a racing game. Speed through *Ghost Recon 2* and you alert every enemy unit and have a massive gunfight on your hands. Move slowly, using your long-range scopes to note every enemy location and scout out the best spots to move in concealment.

Take it nice and slow on your missions.

Never stand on a mission; crouching slows you down, but it increases your defense. Work your way from tree to rock, vehicle to building, as you search out your objectives. The enemies in this game aren't stupid; they don't stand around in one spot. A patrol might wander into your position, and cover gives you the edge.

CHEATING

The legitimate way to "cheat" on a mission is to hug the map's border. You can skirt along one edge of the mission boundary knowing an enemy cannot attack from that side. The map border also provides a good retreat point. When you're under heavy enemy fire and unsure of where the shots are coming from, retreat to a border to gain a new place to redeploy.

Hug the map border whenever possible to avoid enemy detection.

PEEKABOO

We've already discussed covering your butt at every chance. You should also master the art of peeking; for example, lean around a corner to see what's there without exposing your whole body. You can even shoot around corners—just peek until the enemy is in your reticle. It takes practice but the lean almost always takes hostiles by surprise.

Peek around a corner to help shield your body.

CONTROLLED FIRE

Avoid using full auto except in extreme situations where the enemy is overwhelming you. You can get a high rate of fire by rapidly clicking the Trigger button, and you maintain accuracy by using single-shot. This goes double for machine guns. When controlling a machine gun, fire in bursts of two or three seconds, then reacquire a new target or the same one if he's not dead yet.

Bursts of three shots are usually ideal for downing enemies.

A machine gun churns through all your ammo quickly if you're not careful.

BOMBS AWAY!

For most missions you have a rocket launcher slung over your back. You can nail tanks, jeeps, and trucks with an M3A2 missile, and you can use it to take out a huge chunk of the enemy. When you have an extra rocket leftover (or extra supplies nearby), take advantage of the firepower by shooting a missile into a large enemy group at maximum missile range. This softens troops with a single pull of the trigger.

The M3A2 is your antitank weapon.

The M3A2 also doubles as a long-range grenade.

Absorb all the map information to help you plan your attack strategy.

MAP QUEST

The mission-objective point on your radar can guide you when you're lost.

While searching for mission objectives, the map can save you hours. Objectives are marked with a white-ringed circle symbol on the map; search for these with the map fully open and it leads you to the prize. Plan your attack patterns based on the terrain between you and your objective. Avoid open areas like roads and fields, and bounce from hills and trees to stay in cover and spy the enemies in time to take advantage of the situation.

GANGING UP

Though you usually take point, it's your entire team that finishes the job.

Normally, your team travels as a group with you at the point. When a confrontation occurs, depending on the terrain and obstacles, your men back you up, but you take the brunt of the attacks. That's okay if you like to be in control or are really good at escaping damage; it's not okay if you're low on life or about to enter a trouble spot.

Use the Advance command to send your troops forward.

Why do all the work yourself? You operate more effectively in tandem with your squad. An Advance command sends two teammates to a position while you and the other teammate head to a different location, possibly to flank the enemy or cover two different zones. You could also have your team Hold in an area and watch your back, while you scout out an unknown section of the map.

CAUTION

When separating from your squad, be careful not to hit each other in a crossfire.

Set up a two-pronged attack against the enemy.

Perhaps the most useful function of the tandem is the two-pronged attack. If an area has two access avenues, for example, send your team to advance on one while you run for the other. The enemy will be flustered by two different attacks, and you gain some extra time from the confusion. In areas where there are multiple actions, have your team do one thing while you do another, such as have the team engage a defensive bunker while you slip into the compound undetected.

A combined attack eliminates your foe easily.

BACK ATTACK

Always have your back against cover or guarded by your Ghost teammates.

Don't expose yourself to unnecessary fire. Beginners frequently charge into a new area to see what's there. (If you're willing to restart the mission over and over, you can learn the lay of the land, but it'll be painful.) A plan like this is safer: While entering an area, rounding corners, and descending hills, always have your gun facing toward the new area. Hug building walls and trees with your back to gain cover and maintain position on your eventual enemies.

A tree provides the perfect cover spot.

ADVANCED FLANKING

Shooting from two different positions is twice as effective as shooting from one. If you catch the enemy in a crossfire, they won't know what hit them. During the confusion, you mow them down as they try to decide who to go after.

Learn to flank the enemy, rather than combat them head-on.

Your men run for a strategic cover spot.

When attacking a difficult enemy position, analyze if there is more than one avenue of attack. If there is, use it. Send your men to one of the strategic spots (maybe to a rooftop) and head for the second one (maybe crouched by a wall).

Attack simultaneously and drive the terrorists to panic. They may not know what direction to turn, so as they swing to attack your men, cut them down from the side (and vice versa, as your men protect you). By flanking them, you set up a nice crossfire to catch them with the most hits.

Both teams simultaneously attack the enemy position.

The battle goes much faster than if you had attacked from a single point. Sometimes, fights like that can go on for a long while as you trade shots back and forth. Inevitably, you take damage from a gunfight like that; work together as a team to reduce unnecessary harm.

The battle is over just like that.

A successful attack minimizes combat damage.

NIGHT SIGHT

Night vision turns a gloomy situation into a bright one.

On nighttime missions, use your special vision. Night vision brightens the darkness into daylight conditions; you notice movement better with the brighter whites against the green.

CAUTION

In night vision mode, watch out for explosions. The flash of a muzzle or a grenade explosion can temporarily blind you, and that's all the time the enemy needs to drop you permanently.

All your nighttime missions require special vision.

COVER UP

Next on your agenda is to storm an area guarded by a slew of enemies. To approach an encounter like this, use cover spots and have your team cover you as you progress farther into enemy territory. So how do you maximize cover fire?

Cover is your best friend.

When attempting an invasion, clear out the immediate area.

First, clear out the initial area. Survey the locale and pick out a good cover area. With the initial area around an insertion point cleared of enemies, you can safely pick a heavy cover area that's on your route toward the first objective. Send your team into one cover area (such as a band of trees), while you move to another spot spaced out from them (possibly lying prone on top of a small hill).

Break for cover at the next location.

When you're in position, it's like you've set a trap for anyone who messes with you. If anyone shows, you get a few seconds of free fire time on them while they figure out where you're located. That's often enough to down them without a fight. If not, they must still scramble for the cover that you already enjoy.

Send your second team to the next cover spot.

If there is no enemy movement, wait a few seconds and then advance on the next cover spot ahead. As you sprint into the area, enemies might pop up, but your team quickly identifies them and eliminates them from their surprise position.

Work together to survive dangerous situations. The Cover command serves as excellent defense in the right circumstances. You rarely want to move about in the open on any mission, unless you have no other choice.

As your team covers your run, make your way to the final cover spot.

With the enemy surrounded, let them have it.

DON'T KEEP THE BRIEFING BRIEF

The briefings give you invaluable information.

Pay attention during the mission briefing. It spells out what you must do on the mission and what your top priority is. It also provides clues to the type of resistance and any nasty surprises you'll face. For example, let's say you're deep in a mission without your M3A2. If you stumble across a tank, you're toast. Your men don't have the weaponry to deal with an armored vehicle without anti-armor weaponry. Study your briefing and you'll be better prepared for the task ahead.

PLAY AROUND

Try multiple maneuvers to see which battle tactics you prefer.

Experiment with your weapons and team configurations until you like what you see. Impressed with how your team reacts during a search-and-destroy sequence? Load up on more grenades and use them to clear the way. Find your tactics lean toward the stealthy? Arm yourself with suppressed weapons and become silent commandos. The only way to become the ultimate commando team is to maximize your strengths and minimize your weaknesses.

The Ghosts reign supreme on another mission.

Weapons Briefing

Like the old gunslingers of the Wild West, it all comes down to your gun. You might have the quickest trigger finger the game has ever seen, but if you take your M8 SMR into a close-combat firefight, you don't have a prayer of surviving. Need to blow up a couple of tanks and forgot to lug some plastic explosives or a rocket launcher along? Your odds aren't stellar.

With dozens of weapons from which to select, where do you start? Each gun has a combination of factors, such as range, accuracy, and damage potential; each gun also has specialties such as suppressed fire or a grenade launcher attached to the barrel. Depending on the mission's objectives, you might want a weapon with a long-range scope to recon at a distance or you might want a machine gun that will mow down enemies as they charge your fortified bunker.

We examine each main weapon classification and the weapons organized within the class. Read through these briefings before you choose your weapons and practice with each one to discover your own preferences; you'll soon have an idea of the firepower at your fingertips.

BASE WEAPONS

On the first few missions, you start off slow with the lightweight weapons from your collection. Guns like the M4A1 are fine, but it doesn't have the range of its advanced models. The M16 models and the M249 can handle any enemy attack, but you get more damage potential with the higher-level choices.

M4A1

Affiliation: Ghost Weapon
Missions Available: 1, 2, 4
Caliber: 5.56 x 45 mm
Description: This is the standard-issue weapon of the U.S. Special Forces. It is average in accuracy and firepower and is useful both in the field and in close quarters.
Strategy: Your base rifleman weapon gives you the flexibility to charge into battle and cap enemy targets at the slightest sign of movement. Steer clear of it if you need to attack enemies at long range.

M16/M203

Affiliation: Ghost Weapon
Missions Available: 1, 2, 4
Caliber: 5.56 x 45 mm/40 mm
Description: This rifle features accurate fire and an underslung grenade launcher. While it is slower to aim than the M4, it provides more accurate fire.
Strategy: The flexibility to switch from bullets to grenades, depending on your situation, is a lifesaver. A standard strategy is to pin an enemy group down with a hail of gunfire, then quickly switch to the gun's grenades and lob a deadly explosive in their midst.

M16 SPR

Affiliation: Ghost Weapon
Missions Available: 1, 2, 4
Caliber: 5.56 x 45 mm
Description: This special-purpose rifle has a specially designed light-alloy barrel that reduces carrying weight and improves firing accuracy. It serves primarily as a sniper rifle.
Strategy: The M16 SPR has a much greater range than the standard M16 weapons, and thus becomes your marksman weapon of choice on the early missions. It can also shoot effectively at medium range, but you want to swap it out for your M9 SD if the enemy is close by.

M249

Affiliation: Ghost Weapon
Missions Available: 1, 2, 4
Caliber: 5.56 x 45 mm
Description: This air-cooled, gas-operated weapon was designed to give a field operative more power than the standard-issue M16, without the burden of carrying around a weapon as heavy and complex as the M60.
Strategy: When you know the competition is going to be fierce and in your face, you might think about the M249 machine gun. You can mow down enemy hordes, but it will cost you accuracy and range.

ADVANCED WEAPONS

On the second set of missions, the enemy gets tougher and you get trapped in more-difficult predicaments. All four choices are improvements over their predecessors, with the M4 ACOG the best choice for close and medium combat, and the M14 DMR the top choice for long-distance warfare.

M4 ACOG

Affiliation: Ghost Weapon

Missions Available: 5, 6, 7, 9

Caliber: 5.56 x 45 mm

Description: The big difference between the M4A1 and the M4 ACOG is its advanced combat optical gunsight. Where the M4A1 is handy against short-range enemies, you may strain to see enemies at range. Not so with the M4 ACOG's more powerful sight.

Strategy: You can easily fall in love with this weapon. It gives you everything you need with maneuverability, stopping power, and range. Other weapons may specialize in one area more than the M4 ACOG, but it's a great all-purpose rifle.

M4/M320

Affiliation: Ghost Weapon

Missions Available: 5, 6, 7, 9

Caliber: 5.56 x 45 mm/40 mm

Description: The M4 is faster to aim than the M16, although it is slightly less accurate. The light weight of the M320 is also an improvement over the older M203 launcher.

Strategy: In general, you want to be faster on the draw, so the M4 version is an upgrade from the M16/M203. Since it's less accurate than the M16, immediately switch the M4 over to three-shot burst so you have a better chance of striking your target with a volley of bullets.

M14 DMR

Affiliation: Ghost Weapon

Mission Available: 5, 6, 7, 9

Caliber: 7.62 x 51 mm

Description: The M14 was first issued in the 1950s and is known for accuracy and stopping power. Recently, it has been reissued as a designated marksman rifle.

Strategy: Two main factors place the M14 DMR above the SPR-468: damage potential and rate of fire. Each M14 bullet hits harder, and the fluid trigger action enables you to snap off multiple bullets at once. When you're good at controlling the M14 DMR, it almost seems like it's a semiautomatic.

M240B

Affiliation: Ghost Weapon

Missions Available: 5, 6, 7, 9

Caliber: 7.62 x 51 mm

Description: The M240B LMG replaced the M60 in the U.S. Army. It is designed for heavy suppression fire and is fed from a 100-round box magazine.

Strategy: As soon as it's available after the fourth mission, take the M240B LMG as an easy upgrade from the base machine gun, the Mk 46 SAW. It holds 100 more bullets, and it deals more damage per hit than any of the other three machine guns. Its reload is a bit slow, but you can always sling it for your pistol if you need a quicker weapon.

POWERHOUSE WEAPONS

When you want to knock the enemy down and make him stay down, you'll be happy you have one of these bad boys along for the mission. Whether you're on a solo mission or need to finish of Major General Paik's elite troops at the game's end, the M29 and the M8 series of weapons really take no prisoners.

M29

Affiliation: Ghost Weapon

Missions Available: 3, 11, 13

Caliber: 5.56 x 45 mm/20 mm

Description: Integrated with the IWS gear, the M29 provides direct and indirect firepower with its gun camera, target designator, and airburst grenades.

Strategy: Get used to this weapon—it's your companion on one-fifth of your missions, and it is your only protection against the enemy on those lone-wolf missions. It has decent medium range, but its true power comes from its 12 grenades that you can launch rapid-fire any time you like.

M8

Affiliation: Ghost Weapon

Missions Available: 10, 12, 14

Caliber: 5.56 x 45 mm

Description: The M8 is the most advanced rifle available to the infantry. Made of advanced materials, it is quick to aim and very accurate.

Strategy: As a close-combat connoisseur, you'll learn to love this little weapon. Its enhanced accuracy makes it super deadly—a bullet or two penetrates enemy armor and drops most targets. If you want to go the charge-and-fire route, take it over all others.

M8 LMG

Affiliation: Ghost Weapon

Missions Available: 10, 12, 14

Caliber: 5.56 x 45 mm

Description: The light machine gun variant of the M8 is fed from a 100-round drum magazine and features a heavy barrel for sustained fire.

Strategy: Where some of your other machine guns lose more and more accuracy the longer you hold down that trigger, the M8 LMG is built for sustained fire. If you have a tendency to "burn the barrel" and release a swarm of bullets at once, you want to rely on the M8 LMG—you kill a few more enemies that way.

M8 SMR

Affiliation: Ghost Weapon

Missions Available: 10, 12, 14

Caliber: 6.8 x 43 mm

Description: The squad marksman rifle variant of the M8 features an extended barrel and advanced optics. Its light weight makes it quick to aim.

Strategy: Similar in nature to the M14 DMR in terms of its rate of fire, the M8 SMR has better average accuracy. It has slightly less damage potential from the M14 DMR, so it's a choice of more hits over less stopping power.

M8/M320

Affiliation: Ghost Weapon

Missions Available: 10, 12, 14

Caliber: 5.56 x 45 mm/40 mm

Description: The M8 with an M320 launcher is a lethal platform. While slightly bulky, this weapon provides fast and accurate fire.

Strategy: The best of the grenade-launching weapons, the M8/M320 packs a mean punch. The M8/M320 can "shock and awe" the target with a full assault of bullets and grenades. Against heavily armored troops, you want a potent weapon like the M8/M320.

BACKUP PISTOL

When your rifle runs out of ammo, pull out your backup pistol to finish the job. The only times to choose the M9 SD over a rifle are if you have a long-range rifle and are in a close-combat situation, or if you want to go into stealth mode and need to rely on the suppressed pistol fire to sneak you through an area.

M9SD

Affiliation: Ghost Weapon

Missions Available: All

Caliber: 9 x 19 mm SS

Description: This M9 pistol is fitted with a suppressor for quiet fire, with less power and recoil.

Strategy: You can take this silenced version of the M9 on assassination missions for a quiet kill. You might want to take a pistol with a silencer (though the M1911 SD is better) on your lone-wolf missions to give you the option of a sneak attack.

ANTI-ARMOR

Tanks can blow you up with a single shell. Enemy trucks with their machine-gun turrets can rip through a squad with the fury of a tornado. Your anti-armor rocket launcher stands between you and the much bigger, much tougher, armored vehicles.

M3A2

Affiliation: Ghost Weapon

Missions Available: 2, 4–7, 9, 10, 12, 14

Caliber: Explosive

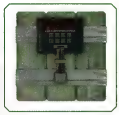
Description: The "multi-role anti-armor anti-personnel weapon system" is the Ghosts' primary weapon for destroying armored vehicles. The M3A2 has substantial weight savings over older models.

Strategy: Attack choppers, armored tanks, and enemy jeeps all fall to a single M3A2 missile—if you hit the target. Don't rush your rockets. You only get three on a mission, and most missions require you to hit with all three. A single miss could doom your mission; aim and wait for your target to pause before firing.

EXPLOSIVES

Sometimes you need more than your rifle and backup pistol, such as a handful of grenades or a laser designator to guide air strikes down on the appropriate targets.

M183 Demo Charge



Affiliation: Ghost Equipment

Missions Gained: 7, 10, 12, 14

Description: The demo charge is a shaped charge used to destroy valuable targets. It is remotely detonated by Command when friendly troops are clear of the area.

Strategy: Sometimes a bridge has to go, or Command wants a particular building turned into rubble. On demolitions missions, you must haul along the necessary demo charges to do the job.

M67 Grenade

Affiliation: Ghost Equipment

Missions Gained: 1, 2, 4–6, 8, 9

Description: The M67 fragmentation grenade is the standard-issue antipersonnel grenade used by U.S. forces.

Strategy: This is your default fourth equipment slot on most missions. When enemies lie entrenched in a position that you can't exploit with your rifle, break out a frag and shake things up a bit.

ENEMY WEAPONS

You have superior weaponry, but the enemy isn't firing back with slingshots either. They can give your rifles and fragmentation grenades a run for their money; the telling factor is always the hand that wields them.

AK-47

Caliber: 7.62 x 39 mm

Description: The standard weapon of the North Korean Army since the 1960s, the classic AK-47 provides a reliable infantry weapon, although it is not known for its accuracy.

AK-47/T-91

Caliber: 7.62 x 39 mm/35 mm

Description: This is the AK-47 rifle fitted with an underslung 35 mm Type-91 grenade launcher.

KBU-88 Sniper

Caliber: 5.8 x 42 mm

Description: The sniper variant of the Type-95 rifle was designed to replace the SVD. It fires high-velocity 5.8 mm rounds and is both lighter and more accurate than the SVD.

PF-89 LAW

Caliber: Explosive

Description: The PF-89 light anti-armor weapon was adopted by North Korea to replace the aging RPG-7 system for destroying armored vehicles.

QJY-88 LMG

Caliber: 5.8 x 42 mm

Description: Developed in China, the QJY-88 was manufactured to be the first belt-fed machine gun to fire the 5.8 mm round. It has a high rate of fire coupled with manageable recoil.

QSZ-92

Caliber: 9 x 19 mm

Description: The QSZ-92 pistol was developed by China to replace the older Type-54. North Korea adopted the high-capacity QSZ-92 to equip its Special Forces troops.

QSZ-92 SD

Caliber: 9 x 19 mm

Description: This is the QSZ-92 pistol with a suppressor attached. The suppressor reduces recoil but adds weight and bulk to the pistol.

RPD LMG

Caliber: 7.62 x 39 mm

Description: This light machine gun was developed by the Soviets after WWII and has been used by North Korea since the 1960s. It is fed from a 75-round drum.

SKS 84-M

Caliber: 7.62 x 39 mm

Description: With thousands of SKS rifles in their inventory, the North Koreans reworked them into the SKS 84-M, which is more accurate than the AK-47 and mounts a scope.

SVD Sniper

Caliber: 7.62 x 54 mm

Description: The standard sniper rifle of Eastern block countries, the SVD is still in use by several countries. The SVD is considered a reliable medium-range sniper platform.

T-54

Caliber: 7.62 x 25 mm

Description: The Type-54 pistol was based off of the Soviet Tokarev T-33 and was popular with communist block countries. It is slowly being replaced by newer pistols.

T-54 SD

Caliber: 7.62 x 25 mm SS

Description: This is the Type-54 pistol with a suppressor attached. The suppressor reduces recoil but adds weight and bulk to the pistol.

T-86 Grenade

Description: The Type-86 fragmentation grenade is the standard-issue antipersonnel grenade used by the North Korean forces.

T-87A Rifle

Caliber: 5.8 x 42 mm

Description: China refitted the Type-81 rifle to their new 5.8 mm round, making the Type-87A. This rifle has less recoil than the AK-47, while still retaining hitting power.

T-87A/T-91

Caliber: 5.8 x 42 mm/35 mm

Description: This is the Type-87A rifle fitted with an underbarrel Type-91 30 mm grenade launcher.

T-95 Carbine

Caliber: 5.8 x 42 mm

Description: Developed by China in the late 1990s, the Type-95 is a bull-pup rifle that fires a high-velocity 5.8 mm round. China supplied North Korea with several units prior to the current confrontation.

T-95/T-91

Caliber: 5.8 x 42 mm/35 mm

Description: This is the Type-95 rifle fitted with an underbarrel Type-91 grenade launcher.

T-95 LMG

Caliber: 5.8 x 42 mm

Description: A variant of the T-95 rifle, the T-95 light machine gun features a 75-round drum magazine and is more maneuverable than the QJY-88 LMG.

T-95P System

Caliber: 5.8 x 42 mm/30 mm

Description: Developed in China, this prototype system is an attempt to copy the U.S. OICW program, based on the Type-95 assault rifle.

Multiplayer Maps

MIST

Assault Mode

Supremacy Mode

Recommended Players: 4+

Assault Mode

Attackers should rush to the map's center and swarm one of the first objective points before the defenders can set up properly. After that point, they can flank to the second objective points in the next room. It all comes to a head at the last objective point in the northern room; defenders should shield this room while keying their guns on the western entrance into the room with the second objective points.

Supremacy Mode

You must control the four quadrants: north, south, east, and west. Use your cover to quickly reach the second objective. Avoid the center room because of its open space. When you must cross to the other side, dart through the area and seek cover only after you've passed through a doorway into another room.

DEVELOPER TIP

Supremacy Mode

Split into two squads (Squad A and Squad B). Send Squad A to the first objective and Squad B to the second objective, and be ready to ambush the enemy. Once Squad A has secured the first objective, Squad B will be able to quickly secure the second, allowing Squad A to make a quick dash to the enemy's base.

DEVELOPER TIPS PROVIDED BY:	
Joe Booth	Olivier Conorton
Frédérick Gaveau	Jean Zappavigna
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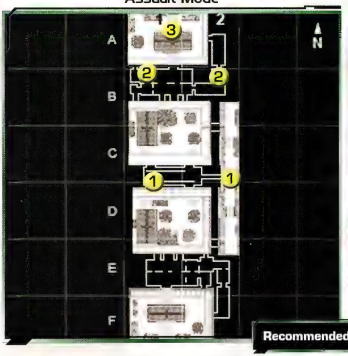
Julien Labatut	

SNOW

Assault Mode



Supremacy Mode

Recommended Players: 8+

Assault Mode

Attackers should concentrate on the first objective on the map's western side. You'll either want to trick the enemy into thinking you're going for that objective and head for the eastern one, or you can seize it if resistance is light. Feel the defenders out and determine where they're overloaded; wherever that is, proceed to the second objective that doesn't have as much attention on it. The third objective will be an all-out battle.

Supremacy Mode

The central objective point is huge, since it connects to four other objective points. Gain your first two quickly and go for the central objective with the majority of your might. If you notice the enemy doing the same, you can either fight it out or attempt an end run by stealing the two eastern objectives in quick succession.

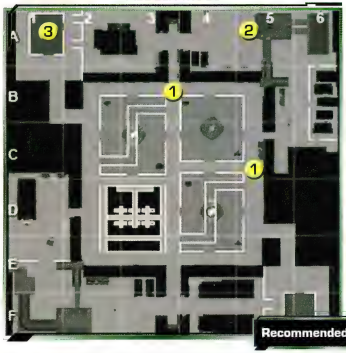
DEVELOPER TIP

Assault Mode (Attacking)

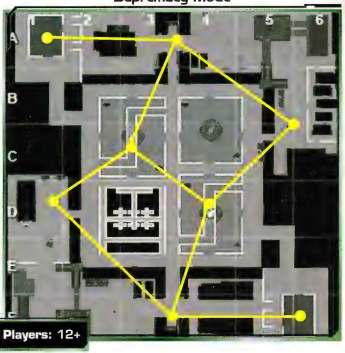
- First Defensive Line: Put 75 percent of the team on the west defensive position to draw out the defenders, then sneak with the rest of the team to the east defensive position, which is outside and harder to defend.
- Second Defensive Line: The west defensive position is the easiest to take, unless a defender is entrenched within the position, as he will be able to defend by himself. In this case, attack the east defensive position.
- The Base: Split into two tight squads, and send one to the northeast door ready with rockets and grenades. Send the second to wait by the south door. When they are in position signal for the first squad to clean up with rockets and grenades, then take the final position.

MISSILE

Assault Mode



Supremacy Mode



Recommended Players: 12+

Assault Mode

Attackers should always go for the easternmost first objective. There's no reason to go for the northern first objective and endanger yourself. The second objective is much harder to gain. You may want to throw a curveball at the defenders and stab at the troops around the third objective first. If you can whittle them down, you can attack from the enemy's blindside at the second objective and the third objective will be a cakewalk. Defenders should let the first objective fall and concentrate all their forces in a constant communication line between the remaining two objectives.

Supremacy Mode

If you stay wide and avoid the map's middle, your first three objective points should be easy. It's the fourth one that's a killer. Monitor the central area, and if it's in your best interests to go on the offensive, try for that fourth objective point. Otherwise, let the enemy go for it and then unload with everything you have to weaken their force enough for your counterattack to carry the day.

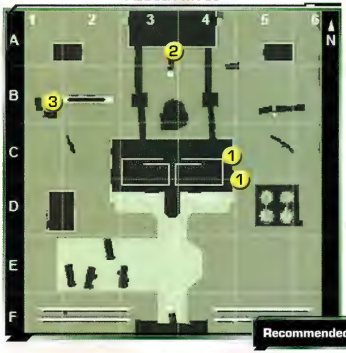
DEVELOPER TIP

Assault Mode (Attacking)

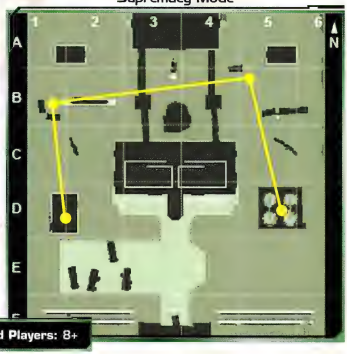
- First Defensive Line (two defensive positions): Send all of the attackers to take the defensive position on the east side of the map. It's closer to the entrance to the second defensive line.
- Second Defensive Line (one defensive position): For the second defensive position, split into two squads (Squad A and Squad B). Squad A will pass through the bridge (top access) and try to distract enemies while Squad B will go through the building in the right ("Underground" access) to take control of the defensive position.
- The Base: Try to attack at the same time and not individually.

FACTORY

Assault Mode



Supremacy Mode



Recommended Players: 8+

Assault Mode

The defenders don't have to hold back on this map. Since both first objectives are close together, set up a perimeter on that location to hold the enemy back and eat up that all-important clock. When the attackers finally break free and capture the objective, fall back toward the second objective with lots of cover fire. The more difficult you make the journey, the more likely you'll hold the base.

Supremacy Mode

Since the northern objectives connect to two objectives apiece, they're more important. Seize at least one of them and spread out your forces from that point to force the issue on the neighboring two.

DEVELOPER TIP

Supremacy Mode

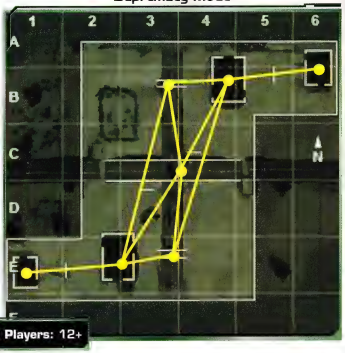
Split into two squads (Squad A and Squad B). Send Squad A to ensure and protect the first defensive position. Send Squad B to pass behind the factory, sneak, and follow the enemy. Do not kill them, or else they will spawn on your back. Once the enemy has taken the defensive position, let them move out to the next position (which is already protected by Squad A). Squad B can now kill any enemies left to protect this position and take it.

Now send half of Squad B to quickly secure victory, leaving the other half to defend this position while Squad A makes its way up in support (as their position no longer needs protecting). Once Squad A is in position, send the remaining Squad B to secure victory.

HIGHWAY

Assault Mode

Supremacy Mode



Recommended Players: 12+

Assault Mode

With objective points two and three in the northeast corner, attackers will probably take the westernmost first objective point. Defenders should bunker down in the two northeast buildings and hold the fort. In the end, it comes down to whether the attackers can mount a surprise raid to gain both buildings. If they can't, they fail.

Supremacy Mode

Forget about the central objective point. Unless it's a freebie later on, it's not worth the aggravation of controlling all that middle real estate. Based on opportunity, you can just as easily reach your goal by maintaining your three "starting" objective points and gunning for objectives closest to the enemy's home.

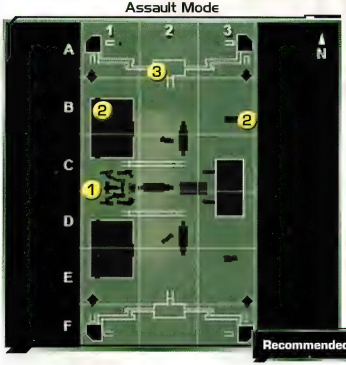
DEVELOPER TIP

Assault Mode:

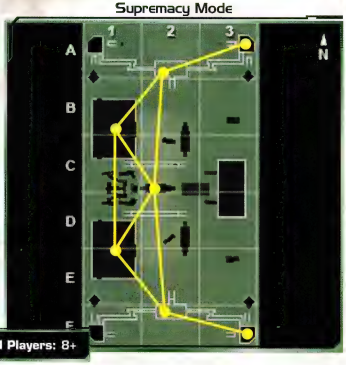
- First Defensive Line (two defensive positions): Keep in one big squad and randomly choose from a position each game—this way the defenders have to split between them both. This position is very difficult to defend because you have to spread your resources, so it's often better to drop back to the second defensive line and allow the attackers to get the first line for free.
- Second Defensive Line (two defensive positions): Take the defensive position in the house by throwing grenades through the windows. The second defensive position below the house is more difficult to take.
- The Base: There are four ways to get in. Taking the stairs and attacking from upstairs is always surprising, and you can eliminate snipers on the balcony. But the main problem is making your way across to the house. Here the best strategy is to use the spirit of D-Day. Prepare everyone to charge at once from all directions. If you fail, don't get split apart; wait, regroup, and charge again. When you are defending, a good spot for a sniper is at the house's north, near the wooden outdoor boxes. There you can attack from behind, and you will have some great kills before they spot you.

REMOTE BASE

Assault Mode



Supremacy Mode



Recommended Players: 8+

Assault Mode

Defenders may want to set up along the western perimeter, since you know the attackers must tackle the first objective to the west. Even if you cut down a few attackers, it might make the rest of the battle less stressful. Attackers might try a two-pronged attack: Time it so one small team takes out the first objective, while a second team storms the easternmost second objective point moments later.

Supremacy Mode

The central objective point gives you the freedom to branch out in whatever direction you choose. It's difficult to seize that spot (and hold it), so go the "safe" route and hook up with your third objective in the building's cover. The battle is ultimately fought in the western buildings, so have your team stake the places out well in advance of actual objective-taking.

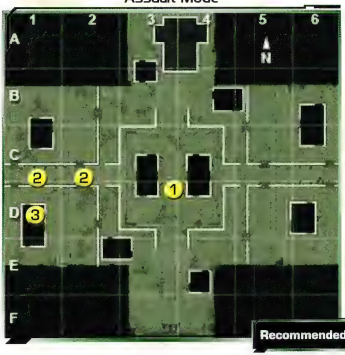
DEVELOPER TIP

Assault Mode (Attacking)

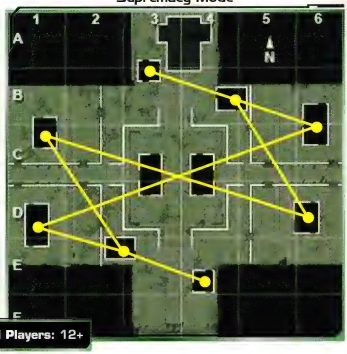
- First Defensive Line (one defensive position): Try to attack on the left using the cover as protection. Beware: You are vulnerable to grenade attacks.
- Second Defensive Line (two defensive positions): Defenders expect an assault on the left defensive position, so send all the attackers to the right. It's much easier to take this defensive position.
- The Base: There are three ways to attack the base, and it's incredibly hard to attack it unless you work as a coordinated team. First, work to pin the enemies into their base. Keep at least two Ghosts positioned over the central entrance to eliminate anyone who tries to exit. Then split the remaining Ghosts into two squads and work your way slowly down each side. Once you have the defenders pined in, use rockets and grenades to clear the base from all sides, then rush to take the base. Beware: An enemy is often prone just by the base. Remember that defenders have a 10-second respawn time.

TEMPLE

Assault Mode



Supremacy Mode



Recommended Players: 12+

Assault Mode

It won't be a picnic for the attackers to knock off the first objective. It sits out in the map's middle for everyone with a half-decent ranged weapon to take potshots at. The defenders should command some of the corner buildings to hold off the attackers from the first objective point. Even if they fail, they can still sit in those buildings and set the attackers up for a crossfire when they mount an offensive against the second and third objectives.

Supremacy Mode

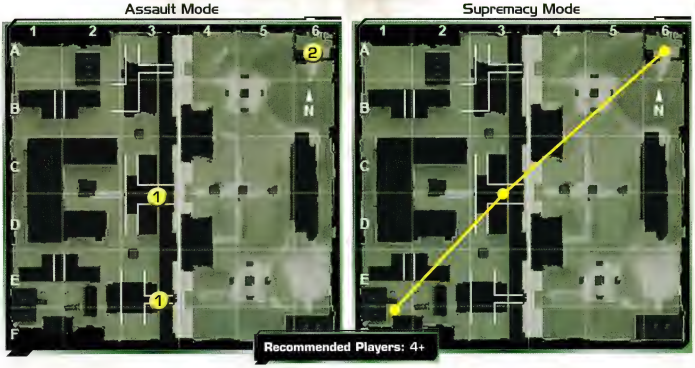
Instead of following the standard path, split your team at the outset. Send one to trail from the first to second objective point, and send the second to the map's opposite side. Eventually, depending on your route, you must seize a building on the opposite side, so you might as well do that early. Avoid the middle buildings, since they have no bearing on the objective points, unless, of course, you use them for strategic cover.

DEVELOPER TIP

Supremacy Mode

Here a covert team which is spread out can link the bases pretty quickly, so organize in many squads of one and two Ghosts. Since your team is spread, sneak and don't shoot. Do not let the enemy know you are there, then hack the defensive positions like a Ghost. Ensure you keep checking your maps, as a single change in the network status can make you run all over the map. Keep communicating with your teammates to know what point they are heading for and to anticipate the next one.

SANCTUARY



Assault Mode

The defenders should concede the first objective points. They don't want to get stretched out too thin, and the battle is for the second objective point in the northeast corner anyway. Concentrate on setting up a strong defensive perimeter that can fall back to a second defensive line if one or two teammates perish in the coming battle.

Supremacy Mode

The objective points connect at a diagonal between the opposite corners, so it's another ammo-on-ammo battle for the three points. The map's western half offers much more defensive cover, so if things are going badly for your team, regroup in there and storm one of the objective points when you have a coordinated attack going.

DEVELOPER TIP

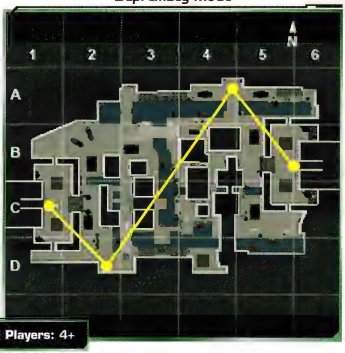
Supremacy Mode

Split into two squads, but have a main force of 75 percent of your team (Squad A) and a covert force (Squad B). Send Squad A to the central position; this is where the main fighting will happen. Meanwhile, send Squad B to carefully make their way to the enemy base without detection, and position themselves so they can enter the base from multiple entry points. Once they are in position, Squad B must remain undetected and wait; resist the temptation to kill any enemies defending their base or respawning enemies, as this will give away your position. Once Squad A has secured the central position, Squad B must quickly take the enemy base.

GONDOLA

Assault Mode

Supremacy Mode



Recommended Players: 4+

Assault Mode

Defenders should rush out and set up a defensive perimeter around the first two objective points. Without these two objectives, the attackers can't even get started. Attackers should chip away at the defenders and weaken one area. When the time comes, force your way through the defenders holding the first objective and rush for the second objective before they can properly regroup.

Supremacy Mode

Both teams capture the first two objective points with ease. It all comes down to crossing the map and gaining that third objective. Of the two third objective points, the southern one is a little easier to grab because two buildings are closer to the objective and offer a bit more cover.

DEVELOPER TIP

Supremacy Mode

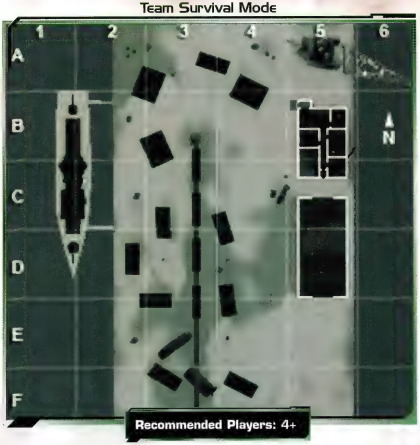
Split into two squads (Squad A with 25 percent of your Ghosts and Squad B with 75 percent). Squad A will take and protect the first defensive position, while Squad B will try to take the second defensive position, which should be controlled by the enemy by the time Squad B gets there.

Once Squad B takes the second defensive position, reorganize your team. Leave one Ghost at the first defensive position to protect it, and ask for backup should he need it. Send Squad A to attack the enemy's base and send half of squad B to join them.

To attack the enemy's base, at least three Ghosts should enter via the main entrance (east or west). One Ghost should try to take the base while the others protect him from being killed. If you have enough Ghosts, send one Ghost through each secondary gate (north and south) to enter just before the main squad and provide covering fire.

DOCKS

Team Survival Mode



Team Survival

Unlike the other multiplayer maps, Docks pits two teams against each other without objective points to capture. It's a game of kill or be killed, and last team standing wins (if the time limit expires and members of both teams are still up, it's a draw).

The northern section is slightly easier to cross. You have generally the same amount of obstacles for cover, except there's a large open space in the southeast corner that makes gaining the safety of the two eastern buildings difficult. Both buildings offer an immense amount of cover, and two or three teammates can hold off an army on the ship. Simply set one to watch each gangplank, and have one teammate as a swing man to help out whichever side has the most pressure; you're camping out on the ship a long time.

DEVELOPER TIP

Last Man Standing

In this classic Ghost Recon map, don't be tempted to hide and camp, but work in tight squads of two or three Ghosts to move in a search-and-destroy fashion through the map to wipe out the enemy.

When in cover, make sure that between you and your squad mates you cover all exposed angles (this often means you have one Ghost at the rear walking backwards to keep cover).

When you have to move through open space, ensure that only one squad member is exposed at one time, that the other Ghosts cover him, and that they run! To clear rooms in the office, use grenades and rocket launchers. Don't forget the ship on this map; it's a favorite spot for snipers.

Mission 1: Tank Ambush

LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Secure the radar station hill
2. Rendezvous with South Korean Lieutenant Yi
3. Escort grenadier to final tank

TIME & WEATHER

July 6, 2007
11:15
Clear

GHOST TEAMMATES

Diaz (Marksman, M16 SPR)
Ramirez (Rifleman, M4A1)
Salvatore (Gunner, M249)

BEST WEAPON

M16 SPR

EQUIPMENT SETUP

For about three-quarters of your mission, you want the long-range sniper power of the M16 SPR—early on when you attack the radar station and later when you gun it out with the enemy camp. The ability to zoom at greater distances than your opponent—or target that small crack in the enemy's hiding position—might be the difference between life and death.

The M16 SPR gives you the drop on the enemy before you come into their range.

For the closer-range run-ins, you can pull out your M9 SD, the only backup pistol you carry on your missions. Though equipped with a silencer, which lessens the damage potential of each bullet, the M9 SD fires surprisingly quick. Because your allies on this mission take care of the tanks, don't bring your M3A2 rocket launcher; instead, get extra ammo for your M16 SPR and M67 fragmentation grenades to liven up the party.

RADAR READINGS

The first enemy hides behind the rock in the valley.

A short distance to the insertion zone's northeast, your first set of enemies waits at the bottom of the radar station hill. Armed with your M16 SPR, assassinate as many of these guards as possible without exposing yourself or your Ghost team.

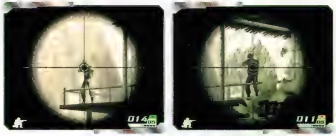
Crouch and approach the valley to the northeast. At the outskirts, before you come into range of the guard tower in the distance to your right, target the large white rock in the valley below and zoom to maximum range. Scout around the area to find the first enemy patrolling behind it. End his time as an enemy agent, and move into position against the guard tower.

Pick off the first guard on the tower platform.

The guard tower is your primary focus in the valley. A single guard starts out on the tower, but more follow. Move down so that the big rock shields you from any attack to your left as you zoom on the tower platform. Down the first enemy and wait a few seconds. Two more guards take his place, one at either corner. Cut those two down, then quickly turn your attention to your left.

Slide up the short hill near the big rock and peer through the foliage. A second enemy looks to shell you with bullets; he's either in the shack's doorway behind the rock, or he's on the path directly behind the rock. Regardless of where he is, you must eliminate him to continue toward your objective.

Zoom over the rock and center on the enemy in the shack's doorway.



Two more enemy teams reinforce the tower.

Switch your attention once again to the guard tower. The final two guards have replaced the dead guards, even standing in the same exact locations. Rattle off a few shots to drive them off the platform.

The last enemy in the valley sits behind the pile of debris in the back lot.

Round the rock and head toward the back lot. If you've taken care of the tower guards, there is a single guard here (if you missed a guard, he descends the tower steps and reinforces his friend in the back lot). The guard hides behind the debris on the left side. It's a difficult shot due to the angle; however, let him make the first move, and when he jumps out to shoot you, there's a split second when you have a chance to finish him off first.

Cap the two enemies on the radar station hill.

Climb the tower stairs; go slow when approaching the last section (a ramp up to the hill). Glance right to see the silhouette of a guard on the horizon. A second guard trains on your position 10 feet to the right (and currently screened by the hillside). Don't zoom here or you have too much trouble tracking the second enemy. Instead, shoot the first one at normal range, take two steps up the planks, then wheel on the second guard in the corner and plug him with a few.

A third enemy runs down the hill to take a crack at you.

A third enemy charges down the hill from almost the same position as the silhouetted enemy. Trip him up before he can reach the rocky cover on the left side.

At the ramp's top, blast the enemy behind the crate to your left.

Now look left and zoom on the crates outside the nearby tent. Another enemy crouches behind these crates, ready to drill you when you move up the hill. Don't give him the satisfaction.

Take the hill's left side as you climb to the top. When you see the summit, an enemy bursts out of the main tent and runs for the crates to the left. Hit him while he's moving—it beats trying to slug it out with him while he's in defensive cover.

An enemy vacates the main tent on your approach.

A single shot into the flammable barrel blows to pieces the enemy hidden in the foliage.

One enemy remains to complete your first objective, and he's the toughest one to spot—he is completely concealed inside a dense clump of brush to the main tent's left. Target the red flammable barrel to the right. A single shot explodes the barrel and kicks the assassin 20 feet into the air.

SALUTING THE LIEUTENANT

The Ghosts stay at the radar station as you work your way down the hill to the allied position. An intense battle rages on, with the enemy tanks almost sitting on top of the allied sandbags. Right after you arrive, a tank shell rockets jeep and stone debris over your head.

It's a bit chaotic at the rendezvous point.

Meet up with Lieutenant Yi, who fills you in on the circumstances.

Lieutenant Yi seems calm and collected as he calls out orders and fills you in on current events. They hold the line, but he needs you to guide his grenadier to remove the three tanks. Easy, right?

Help your allies push back the enemy invaders.

Of course not, but you must do your part to the best of your ability. Before you help out the grenadier, release some aggression from behind the sandbags. Fire at the pair of enemies to the left and the right. They make simple targets, especially since the barricade protects you very well. You may have to zoom to find the last enemy hiding alongside the lead tank.

Now comes the hard part—you must run across the open section of road to meet up with the grenadier, who sits behind a lone crate. The tank's machine guns churn out bullets as you do so. You can't really dodge the gunfire, so run for it and cross your fingers.

You may have to zoom to catch the more-elusive bad guys.

Break across the road to reach the grenadier on the far side.

When you reach the grenadier, he stands up and launches a missile straight into the huge pipeline hanging over the enemy troops. It explodes in spectacular fashion and finishes off any remaining enemy soldiers and the two dangerous tanks.

But your job isn't done yet. You must still guide the grenadier to the mountaintop where he can finish off the final tank that wasn't caught in the explosion.

The grenadier launches a missile that detonates the pipeline and the two enemy tanks along with it.

TANK TOP

It's safe to cross through the enemy debris and up the hill to the enemy encampment.

It's nice to hear nothing but silence for a change. The grenadier travels up the road and cuts to the eastern hill's top. Follow him without worries, and then crouch with him behind the crates on the hill.

CAUTION

Concentrate on the enemies in the encampment. You might see a red enemy blip on your rear radar, but it's just the last tank you must destroy. Don't be fooled and turn your back on the real foes.

Remove the two closest guards before you scan the rest of the camp.

Two enemies hassle you from the start. One sits behind the rightmost crates, and the second stays close to the embankment, making for a tough shot unless you creep out and expose yourself.

You can't expose yourself yet, so zoom on the enemy in the crates and find a crack to shoot him through. Now you can inch out and try for a headshot on the embankment guard.

The third guard tries to flank you on the left side.

By this time, a third enemy flanks out to the left. He's out in the open and is a juicy target; don't let him get too far or he'll have a side shot on you while you concentrate on his friends.

A couple of enemies still scurry about near the tents.

Depending on how many foes you've gunned down out in the open, there are still two or three enemies left by the tents in the rear. Be patient and zoom on any movement in the hopes of catching one of your opponents off guard.

At least one of the enemies smartens up and heads for the hill to your right. When you see a red blip on your radar, head in that direction; he's headed for the hill's summit where he has a clear shot at you.

The last enemy tries to flank you on the hill.

To prevent a messy situation, duck to the crates' left side, so you have some protection between you and the hilltop enemy. Target the horizon and blast the enemy's silhouette when it comes into view.

Follow the grenadier up the hill to the lookout spot.

When the enemies are all gone, the grenadier breaks cover and begins to ascend the hill. Follow as closely as you can behind him. You never know when an enemy might fool the grenadier and cut him down before he performs his mission.

With a second missile, the grenadier ends the enemy threat.

The hill leads to a lookout point that grants a perfect shot down on the third tank. When you arrive, the grenadier stands up and launches a missile down on the unsuspecting armored vehicle. A mighty boom later, and you've got one successful mission under your belt.

Looking down at the remains of the enemy tank, you can finally rest easy.

Mission 2: Broken Wings

LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Infiltrate the North Korean airfield
2. Secure the fire base
3. Eliminate all enemy troops

TIME & WEATHER

July 7, 2007
7:00
Stormy

GHOST TEAMMATES

Burke (Rifleman, M4 ACOG)
Foster (Grenadier, M4/M320)
Kim (Marksman, M14 DMR)

BEST WEAPON

M4A1

EQUIPMENT SETUP

Command wants the four of you to topple an entire air base, and to do that, you must fight face-to-face with most of the enemies. This situation calls for a gun like the M4A1. It provides solid stopping power, but its real beauty is its smooth handling and maneuverability. Unless the enemies come from behind, they won't get the drop on you.

The quick action of the M4A1 gives you the edge in close combat against the enemy.

The rest of your gear is standard operating equipment: an M9 SD, an M3A2, and M67 fragmentation grenades. You won't need much else: It's a straightforward shoot-'em-up.

AIR HEADS

You have nowhere to go in the first few seconds of the mission. You're outside the airfield, the chain-link fence keeps you at bay, and suddenly the allied jets streak overhead and drop some bombs on the complex. One of the explosions destroys the watchtower. The fence near the insertion zone is open, and you have your entry point.

You can't even walk in the fence hole before you have someone on your case.

Head for the fence hole, but be prepared—an enemy engages at the hole. Be quick to avoid taking a wound before you even step onto the airfield.

Look for the two guards along the fence's right side.

Next, look along the fence's right side. At the corner post, a second enemy fires at you from his partial concealment. Shoot through the fence to nab him. Don't cut out into the open to deal with him—a third enemy runs across the airstrip in your direction and has a wide-open shot on you.

Enemies fire at you recklessly from across the airstrip.

Continue straight ahead to the building with the pile of crates at its corner. The building offers you cover from the left side, while the crates shield you from the majority of the airstrip. It's a good thing too. Several enemies from the left hangar and behind the machine-gun nests across the strip pelt your area with gunfire. It's a random barrage, but you can still get clipped.

You have some aid, though. F117 bombers deliver an artillery bombardment to the airstrip, which catches most of the enemies that emerged. When the smoke clears, you have only two enemies in the vicinity to consider.

Hunker down while Command orders an air strike on the enemy's side of the airstrip.

To avoid getting chopped down by those two enemies, head for the crater at the strip's south end. Run just as the bombardment seizes; the shell-shocked enemies will be too stunned to counterattack. You have enough time to run for the crater and drop into its safety before the enemies shake off the bombardment effects.

After the fireworks, race for the crater on the strip's south side.

Two enemies open up on you in the crater.

Creep up the western crater face and peek over the top. A lone guard charges straight at you from the storage hangar. Knock him off his feet, then swing to your right and aim on the machine gun between the two buildings. The machine gun is very active, and the enemy behind it sprays your hole with bullets. The cover offers you enough protection to slowly target the shooter and take him out with a headshot.

Eliminate the enemies in the storage hangar.

Climb out of the crater and approach the storage hangar. One by one, two enemies swing around the forklift and charge at you. A third enemy stands at the steps' top on the right side above the crates. Either shoot through the crates or quickly circle the forklift and trigger a burst at the enemy. If you don't do this swiftly, he retaliates with some brutal shots.

Without the crates as cover, the enemies behind the hangar would rip you apart.

As you approach the hangar's back, stick close to the crates on your left. Several enemies have the back area covered, and when you reach the crates' edge, a flurry of gunfire warns you not to take another step. Of course, you have to in order to get by, so toss a grenade out the back to shred the nearest enemies. That buys you enough time to peek around the crates and kill the two enemies about halfway up the back hill (one to either side of the path).

ROCKETS & BOMBS

At the top of the hill behind airstrip hangar, crouch behind the rocks on the hill's left side and monitor the courtyard ahead. Notice that a single guard patrols down in your direction and then doubles back to the far end. Drill him while he has his back to you.

An enemy on patrol presents his back to you. That can't be good for him.

A second guard makes a dash across the courtyard.

Soon enough, another enemy enters the courtyard to investigate. A single controlled burst is enough to ruin his uniform—and his whole night.

The deadliest enemy mans the machine gun behind the nearby sandbags.

Run up to the building corner on your right, then flank out your team to the left. Angle out slowly and focus on the tent at the far end. To the tent's left, a sandbag nest holds a single enemy armed with a machine gun. The trick is to slide out just enough to catch sight of your assailant without presenting too big of a target for his return fire.

Circle the tent to reach the sandbag nest and its stronger firing position.

After you down the machine gunner, approach the tent. As you get your first peek at the large section of the courtyard (off to the left), watch the crates in the middle for muzzle flares. Another enemy sits under the high-voltage tower. To gain the advantage on both, fire while approaching the tent, then circle around the tent's back and come up behind the sandbag nest. You can get in much closer from the sandbags, and your surprise move gives you a few precious seconds to destroy any target that you missed on the run.

One enemy remains, and he's carrying a rocket launcher. Don't stay in one place too long, or he might blaze a missile into your group. Instead, run up the courtyard's south side and angle for the crates in the middle. The rocket fiend stands on the road that weaves down to the southeast. His rocket is his only protection.

Strike the rocket launcher as it's firing and you get explosive results.

When the artillery barrage begins, take advantage of the chaos to reach the gatehouse.

Run down the road toward the final hangar. Command offers another helping hand and lays some artillery smackdown on the street below. During the attack, beat feet down to the gatehouse for maximum cover.

Deal with the final hangar's outer guards.

You can take a shot at the outside guards on the way down to the gatehouse, but it might be difficult to aim with the earth trembling. If you don't have them in your sights before the artillery barrage ends, you must pick them up right after it goes quiet. Two or three bursts drop them in their tracks.

Scour the hangar for the last enemy and another victory.

At this point, with all the firepower directed at the base, there is only one enemy left. Enter the hangar through the right doors and search in the shadows to the left. Either draw him out by ordering your team farther into the room, or, if you're feeling healthy, seek him out yourself.

When you ferret out the last weasel, you complete the mission. Who would have thought four Ghosts could control an entire airfield with only a handful of guns and a head full of smarts?

Mission 3: Village Hunt

LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Locate and eliminate Major General Rhee

TIME & WEATHER

July 7, 2007
20:00
Clear

GHOST TEAMMATES

None (lone-wolf mission)

BEST WEAPON

M29

EQUIPMENT SETUP

The M29 comes with special ABGs (air-burst grenades) and an excellent long-range scope.

You don't get a choice of equipment on your solo missions. Command just gives you the best lineup for the job, and in this case, you go in with the M29 and all its glory. The M29 fires normal kinetic rounds, or you can soup it up to spit out long-range grenades. Depending on your circumstances, the gun can finesse a kill shot with its long-range scope or deliver a massive explosion with its grenades.

In case you run out of ammo, you carry the M9 SD along too. But you probably won't need it, especially since Command has included a laser marker in your package. When you get in serious trouble, use the laser marker to paint a target, and Command sends a severe air strike on the designated spot.

TIP

You can call only three air strikes with your laser marker. Use them wisely on heavily fortified enemy positions.

SHOWCASING YOUR NEW HARDWARE

It's time to play with your new toys. Practice your M29's regular sight and its long-range scope. Load up a grenade and lob it against the nearby terrain. Practice this only in the insertion point so the surrounding enemies won't hear a thing and you can perfect your craft.

Ambush the enemies chatting in the street.

When you're ready, set off toward the small enemy village to the northeast. Move in silently along the wooden fence and set up shop in the copse of purple flowers (with the shack and large tree in front of you and a woodpile to your right). Make sure none of the obstacles block your zoom and focus on the three soldiers talking in the street. Target the one on the far left and pull the trigger.

One of the enemies breaks for the tractor.

If you're quick, you hit both enemies standing next to each other. The one on the right bolts for the tractor behind him. Follow each survivor's movement and nail them when they stop.

Should one of them slip through your bullets, they dart behind the tractors and surface on your right flank. Monitor your radar; if you see someone dash to this side, slide behind the woodpile and target the area beside the nearest tractor in anticipation for the threat.

Cover your right flank from sudden sneak attacks.

A shot through the flowers exposes the enemy squatting at the opposite building corner.

When you can resume attacking, concentrate on the building corner on the street's other side. There's a lot of foliage there, but if you stare at it long enough, you see movement; or, if you're exposed to that position, you see muzzle fire from the return fire. Based on those clues, blast the "unseen" enemy.

Shoot past the well to cream the enemy on the back hill.

Step out into the street and scope out the hill behind the well. Another enemy fires from the shadows beneath the trees. A precise shot past the clay pots and the well crank knocks the enemy into next week.

The last enemy hides against the building and behind the telephone pole.

You have only one more enemy to go in this area. Take a few more steps out into the middle of the street, but watch the buildings on the left side. Train your weapon on the telephone pole about halfway down the street. Sure enough, the final enemy crouches against the building wall, just itching for a shot at you. Deprive him of that pleasure.

Two more enemies reinforce when you advance on the truck.

Advance on the beat-up truck ahead in the road. Two enemies race for the hill to your left as you near the vehicle. Try to clip one of them while he's still running. Before the second one can settle into position and trigger a burst into your stomach, empty his entrails first.

Pick up the third enemy behind the next woodpile.

The third man of the three-man team hangs out behind the woodpile down the road. He waits for you to approach so that you're out in the open and he has cover. Fortunately, you can fire at long range with your scope and take him out.

A new enemy threat hides next to the innocent-looking house.

Continue until you see a quaint house around the next bend. As innocent as it looks, there are four or five enemies who want a piece of you there. From as far away as possible, zoom on the spot between the two woodpiles in front of the house. An enemy has a rifle trained on the path. Don't walk into his range; use yours to make the way a little safer.

Three more enemies fan out in front of the house and use any obstacle to get closer to you.

If you pan to the right, you find three more enemies hiding behind a telephone pole, next to a tractor, and behind the small hill at the bend. These three use whatever cover they can find to get the best angle on you. When they do, look out—there will be gunfire all over the place. Methodically eliminate them one by one before they can team up on you.

MAJOR CAPTURE

You've now made it to the heart of the major general's defense. Cut around to the house's right side, and shoot at the lone enemy who patrols that stretch of the road.

An enemy greets you on the house's side.

Call an air strike down on the enemy tank.

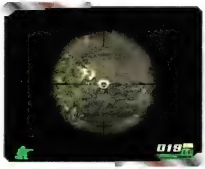
If only it was just the one enemy on this section. The enemy also has a full-fledged tank parked at the road's next corner. You have no way of dealing with the tank, other than to call down an air strike with your laser marker. Target the tank with the marker and then drop prone as the shells explode all around.

The dense brush near Rhee's hiding spot may hide an assassin.

You may even want to use a second air strike in the dense brush ahead. You'll never spot an enemy in there, but sometimes one of Rhee's men hides in the thick brush to pick away at you while you advance. If you want to save your strike, when the blip on your radar points into the brush, unload a clip into the general area and hope you strike flesh.

The enemy beside the well goes airborne.

When you reach the fence's edge on your left, stop and peek around the corner. A guard is to the well's left. Zoom and fire on him. After he drops, round the corner.



Another enemy guards the buildings into Rhee's inner sanctum.

Now focus on the buildings to your right. Major General Rhee and his cronies fortify these buildings, and at least one shoots at you if you get too close. Scope out the area, and deliver a deadly shot at anything that moves or at the first sign of a muzzle flare.

Advance toward the broken rock wall in front of the buildings. To your left, scan the well until you spot a hidden enemy squatting behind the structure. When a knee or scalp comes into sight, ensure he doesn't jump up and run a few slugs into your side.

Finish off the enemy hidden behind the well.

Approach Rhee's area and gun down the opposition.

You're on the homestretch now. Rhee has only two or three bodyguards left by this point. Look for one of them on the left side by the outer building's corner. A second one may appear at the corner of the building on the right. If you don't spot them up front, they appear from behind the temple structure in the courtyard's middle. Eliminate them quickly because you have Rhee to contend with.

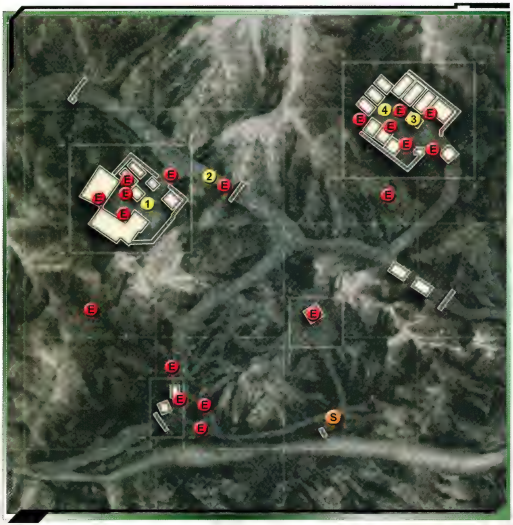
One last bodyguard protects Rhee.

While you battle his henchmen, Major General Rhee, coward that he is, makes a run for it. He begins in the alcove between the two buildings on the left and runs for an exit point in the northeast corner. It's not too far, so you only have two or three seconds to make him pay. If you miss, you fail the mission and have to start all over again.

Major General Rhee tries to make a last-ditch escape.

You won't miss, though. That's why Command pays you the big bucks. Well, at least that's why Command continues to call down those air strikes when you really, really need them.

Mission 4: Convoy Strike



LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Eliminate enemy troops at the fuel depot
2. Destroy first segment of the enemy convoy
3. Secure secondary enemy camp
4. Destroy second segment of the enemy convoy

TIME & WEATHER

July 7, 2007
23:30
Rain

GHOST TEAMMATES

Foster (Grenadier, M16/M203)
Ramirez (Rifleman, M4A1)
Salvatore (Gunner, M249)

BEST WEAPON

M4A1

EQUIPMENT SETUP

Your toughest firefights on this mission are in close quarters or at medium range. A marksman's rifle would help you against those faraway enemies, but it won't aid you in close combat. You could opt for a machine gun, but the M4A1 gives you burst power in a more maneuverable package.

The M4A1 gives you the advantage against the soldiers in both enemy-controlled towns.

You spend a lot of time using the M3A2, so that's a must. The old reliable M9 SD pistol and M67 grenades fill up the remainder of your equipment slots.

FUELING UP

Crawl up on the first unsuspecting depot guard.

At the beginning of the fourth mission, you can either proceed up the main passage to the the highway above or hoof it up the side passage along the river to your left. It's easier to take the river passage, since the other route leads you to a bunker filled with four enemies anxious to use their weapons on your whole team. As with most stealth situations, it's best to take the path less traveled. Scrape your way up the hill and come out on the fuel depot's southeastern corner. A few steps later, the first enemy appears in front of the stack of crates (with the tire resting at their base). If you've been quiet, the guard won't know you're there until it's too late for him.

The second depot guard emerges from his dwelling.

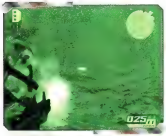
His friends hear the gunfire, though. Slide over two steps and glance past the bush on the hill. A second enemy steps out from his hut onto the hill for a better shot. In doing this, he's sealed his own death warrant.

The third depot guard retreats to the crates in the northern section. Approach these crates from the depot's main section to keep the wood between you and any counterattacks. When you get close, rise out of your crouch and shoot down on the huddling soldier.

Search out the last depot enemy behind the stacked crates.

Two more enemy reinforcements are incoming, so duck behind the crates and train your sights on the hill to the northwest. The first enemy skids to a stop just to the distant bush's left; his companion flanks out 20 feet to the left. Trigger a burst into each and clear the area for advancement.

Greet the two enemies rushing down the hill with some "unfriendly" fire.



Two enemies charge you at the lightning-struck tree.

Run up the northwest path and look for the lightning-struck tree. As you near this burning tree, set your reticle on the road as it dips to the north. Two enemies charge at you—one running up the western hill, and the second bearing straight down on you; spray them both before they can draw their weapons.

In town, an enemy sits on the balcony and waits for you to pass beneath.

Over the next rise, the first enemy town is stretched out before you. Descend into the southwestern corner, between the building with the radar dish (on the left) and the repair shop (on the right). Watch for a lone assassin on the radar building's balcony. He sits on the southern end and has a great shot at you if you descend to ground level, so clip him while you're standing on the hill.

Challenge the two enemies to the repaired truck's left.

When you reach the town's corner, dodge across the opening into the courtyard and squat next to the concrete wall on the left. From here, you can survey most of the courtyard and protect your body in the process. Two enemies break cover and race for the left side of the repaired truck sitting at the courtyard's center. While they set up, squeeze a few bursts at them. You can even penetrate the flammable barrel in front of the closest enemy to remove him with an explosion.

Shoot through a gap in your concrete wall to catch the enemy in the courtyard.

Slide a couple of steps to your left and peer through a gap to see the courtyard's right side. Another enemy stands here and pelts the area with bullets. While your cover holds up, aim carefully through this tight space and drill him.

All that remains is the tank sitting outside the front gate. You can't take this beast on without some trickery—its machine gun will waste you in under a second and most approaches result in a head-on confrontation. To fool the tank, order your men to hold their position in the corner. In the meantime, circle around the brick repair shop and break out the M3A2. The tank won't track you to your new location. Line up a shot from the rightmost alley to see the tank without it seeing you; a direct hit captures the town for you and your men.

Circle around the back of the brick house for a straight, protected missile strike on the town tank.

TRUCK STOP

Regroup your men and hustle to the town's main gate. You have a convoy to intercept, and it's not waiting around for you to get into position. If you don't stop it within the next 30 seconds, it drives by and the mission's over for you.

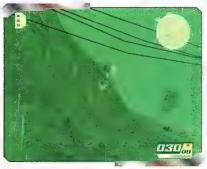
Missile and rifle fire stop the first convoy in its tracks.

Pass the destroyed tank and crouch behind the crates to your right. Load up another missile and listen for the approaching truck engine. When you can see the truck's headlights down the road, step out and launch a rocket straight into the truck's front grill. The resulting explosion cripples the first truck; the second truck rear-ends the first truck, and the convoy wrecks.

Switch to your rifle and peek around the crates for survivors. If you see people stumbling around, spray them with gunfire.

CAUTION

Don't expose yourself to the convoy soldiers. You don't have a good angle on them from behind the crates. If a firefight heats up, order your men to assault the street and take care of the goons for you.



You might miss the guard tower on the hill if you're not careful.

It's time to go after the second convoy, which is parked in the northeastern town. Follow the road past the downed first convoy. When you see a small guardhouse on the right side, slow down and peer up the hill to your left. A single guard tower stands up there; the on-duty guard caps you if your team proceeds too far down the road. Have the whole Ghost team shoot the tower and put the guard out of commission.

Run down the lit street until you see the walled entrance to the second enemy town.

You can proceed to the road's end in peace. When you see the walled entrance into the northeastern town, search the main gate for enemy activity. Cut down anyone you see. If you miss with your first shot, the enemy either ducks behind the crates to the left or behind the truck to the right. At that point, you must maneuver around for a better shot while your men keep the enemy pinned down with constant fire.

Move around the first truck to target the second guard tower.

After you eliminate the front guards, loop around to the truck's right side and zoom on the town's far end. Off to the left, check out the guard tower. When you see the enemy moving up there, fire a few bursts to bring him down and pave the way for your men to enter the town.

Inside the town, the first enemies exit the houses to your right.

Send your troops into the main courtyard. Enemies rush out of the houses on the right side. Your men are prepared, but aid them with a little crossfire from the main gate.

Swing around to punish the enemy behind you.

The second set of enemies appears after you enter the town. Four enemies spring out from each corner. Spin around and shoot the enemy behind your men (who have their backs to the west while concentrating on the new enemy to the east).

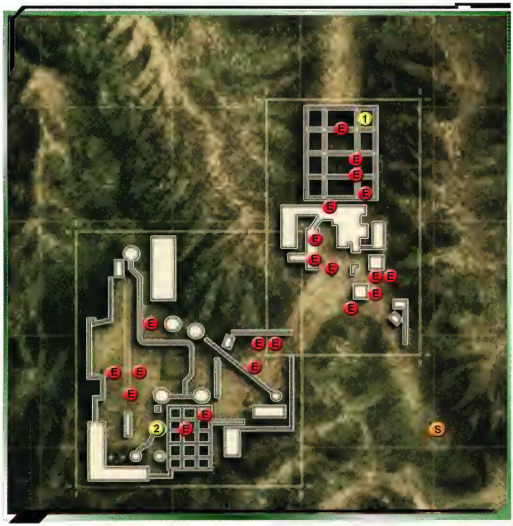
Polish off the last two enemies.

Assuming your men take out the enemy in the east, two more enemies still have weapons in the northern section. One sets up by the second convoy truck; the second hides behind the northwest stack of crates. Smash the bigger threat—the soldier with the wide-open shot by the truck—and then take your time to get the correct angle on the crate soldier.

Two more missiles and the mission is over.

With everyone dead, you have the luxury of destroying the two trucks at your leisure. As the second convoy sizzles into scrap metal, Command congratulates you on another exceptional mission. But the campaign still has 10 more missions, so that Bermuda beach trip isn't happening for a while.

Mission 5: Refinery Assault



LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Destroy the automated switching system
2. Destroy the big refinery tower
3. Reach extraction zone

TIME & WEATHER

July 8, 2007
19:45
Clear

GHOST TEAMMATES

Diaz (Marksman, M14 DMR)
Marcus (Gunner, M240B)
Parker (Grenadier, M4/M320)

BEST WEAPON

M4 ACOG

EQUIPMENT SETUP

The M4 ACOG has a longer range than the M4A1, so take it along for those battles across large open spaces; it's also good in close combat. Go easy on its ammo or you must break out your M9 SD before you're ready to rely on it.

On a mission that mixes medium range and face-to-face skirmishes, the M4 ACOG serves dual purposes.

Because explosives are a Ghost's best friend, stock up on the traditional M3A2 and M67 grenades for this mission. But don't blow them all in one place.

SWITCHEROO

The enemies greet you at the passage between the two buildings.

Command needs you to screw up the automated switching system for the North Korean military's railways, which means infiltrating the guarded train yards to gum up the works. From the insertion zone, head north to the passage between the two buildings and pause near the right corner. An enemy stands in the open area beyond, so ready your trigger finger and jump around the corner. If you can't hit him straight on, he dodges to the wall off to your left; nail him there.

Two enemies to your right seek defensive cover.

A second enemy bolts for the sandbag nest at the area's rear. Aim and hit him in the back before he gets there. Meanwhile, a third enemy has taken cover alongside the crates to the right. He has an open shot on you; before he can stitch you with slugs, sidestep left and release a barrage that finds the mark.

One last enemy protects the area; he hides behind the dirt pile to the west (adjacent to the building on the left side). Stay low so the pile shields you, and target the enemy's head, which pops up each time he fires. Squeeze a burst and shatter his skull.

A hidden enemy jumps up from behind the dirt pile.

At the corner, show the next bad guy that you mean business.

Next, sneak up the left wall and peer out into the train yard from that corner. Another enemy stands in front of the tracks off to the left. He lets loose with continuous fire. Fortunately, he's not a good shot. While the bullets rebound off the building corner, aim and strike him with a crippling or killing blow.

More enemies infiltrate the train yard from your left.

Make a break for the building across the yard in front of you. From that protection, survey the yard's western half. One enemy enters from a door directly across from you, while a second one reinforces from the station area. Rifle down the enemy in front of his door, then spray the crates to the right to catch the incoming second enemy.

The North Korean soldiers won't let you into the control room without a fight.

The station is tough to enter. Two enemies guard the front, and two more reinforce after a few moments. While you have only two to deal with, fire on the enemy that's out in the open and remove him from the equation. His partner has wedged himself against the brick wall just inside the station doorway. Lob a grenade at his feet. If the explosion doesn't shred him, it should drive him out of his position and create a better firing opportunity.

Be on guard against enemy sneak attacks around the flatbed car.

The two reinforcing enemies come up the left side and use the flatbed train car as a screen. Look for an enemy near the crates at the car's head and be alert for the second one—he circles around the car and tries to surprise you from the rear.

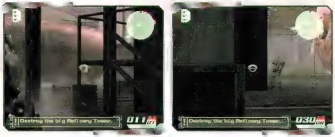
If you miss a guard on the top platform, he retreats down the stairs to the large crate.

Enter the station and proceed to the back. The control room is on the second floor. Three enemies charge out of the control room door and rain bullets down from the balcony. Trigger bursts at each one, and if you miss one, wait for him to retreat down the stairs and run for the large crate on the ground floor. Catch him before the crate; otherwise he becomes a thorn in your side.

When all the enemies are dead, head up to the control room and shoot each of the three computers. As the sparks fly, Command informs you that the first objective is complete and the second, to destroy the refinery tower, is only a dozen or so enemies away.

Fry the train control switch.

CROSSING THE COMPLEX



Enemies flood the station entrance to prevent an easy evacuation.

Getting into the station wasn't easy, and getting out is just as difficult. Four enemies reinforce the train yard and take up the positions that you used to enter the station. You must fight back out, but this time the roles are reversed and you must use the enemy's previous position to your benefit.

One guard settles down behind the crates by the open doorway, while a second breaks for the left wall. Focus your team's fire on the crate guard, then rush forward and fire across the open doorway to nip the second enemy.

The two rear guards can cause problems.

The two rear guards have great cover. It takes precision shooting to beat them. Exit the station and zoom on the sandbag nest in the far corner where you once stormed into the yard. Because of the distance, neither you nor the third guard will be accurate. Your shot must hit only his exposed upper torso, so drop prone and steady a really good kill shot.

The fourth guard crouches between the two support pylons on the next building. Send your team past the crates and out into the open area to the south. When the enemy draws a bead on your team, he exposes himself to your finishing blow.

Surprise the closest refinery guards with a rapid trigger.

Rush up the hill behind the fourth guard and pause near the refinery's doorway. Slide slowly left and shoot at the first enemy who hides behind the first tree. A second enemy, about 10 feet farther back, patrols near the second tree. If you attack accurately without hesitation, you can drop them without return fire.

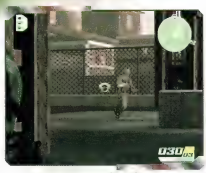
An enemy fires from the front of the parked train.

Off to the left, another enemy shoots at you from the big yard. Zing him through the opening in the fence, then advance to the fence and survey the new area.

A parked train on the yard's western side cuts off the rest of the refinery. You must move around this train, watching for more enemies. One enemy in particular frequently dashes from the train's front and tries to flank you from a cover spot behind the nearby crate.

A new enemy dashes for cover behind the conveniently located crate.

On the train's other side, a single guard waits under the mess of tower girders. It is hard to spot him through the metalwork, and he runs for cover when you move into range. Zap him in that brief open space in front of you, or he hides in the crates to your right and really causes headaches.



The enemy under the tower girders doesn't present a stationary target.

KA-BOOM!

To drop the refinery tower, you must gain the sandbag nest and gun down a slew of guards.

The confined passage that leads into the final refinery area is well guarded. If you charge through there, the enemy fills you with holes. Instead, rush up the stairs on your right and gain the sandbag nest on the platform's corner.

Swing from left to right and hit the enemies before they pick you apart.

The sandbags absorb the majority of the enemy's heavy fire. This frees you up to train your weapon on the left enemies. Fire on them, then bounce to the center targets, and then to the right enemies. Go for whoever presents the most open target. After persistently sweeping across the area, you eventually flush all the enemies out.

The refinery tower falls with one well-placed rocket!

With no red blips on your radar, send your whole team to the other side of the sandbag nest. Stand back from the refinery tower that you must target (the one with concrete rings and a burning fire on top). Launch an M3A2 rocket and bring it tumbling down.

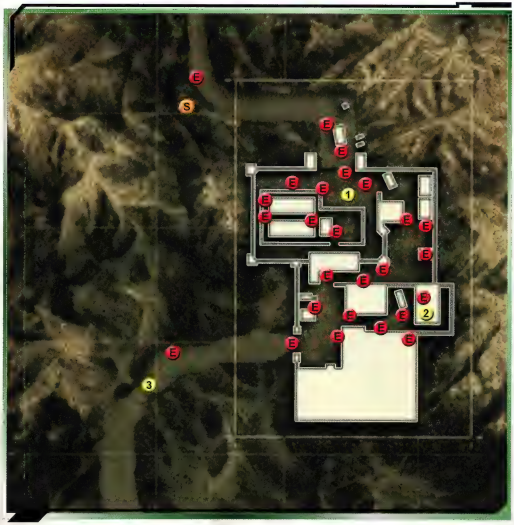
All that's left is to find the extraction zone behind the refinery. During your assault from the sandbag nest, one of the enemies probably shot at you from this back extraction-zone lot. If that's the case, it's all clear. If not, you may have a single enemy lingering in the weeds before Command calls you back to base.

Lead your team to the extraction zone and to safety.

CAUTION

When you enter the extraction zone, beware of a single remaining enemy. He may have been killed in the earlier exchange at the sandbags, but he may not have, and you don't want to be his next victim.

Mission 6: Caged Tiger



LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Infiltrate the "Tiger's Cage" compound
2. Locate and secure North Korean prisoner
3. Escort the North Korean prisoner to extraction zone

TIME & WEATHER

July 8, 2007
20:30
Clear

GHOST TEAMMATES

Burke (Rifleman, M4A1)
Parker (Grenadier, M16/M203)
Salvatore (Gunner, M249)

BEST WEAPON

M14 DMR

EQUIPMENT SETUP

Pick up the M14 DMR before the prison run to handle the most difficult threats.

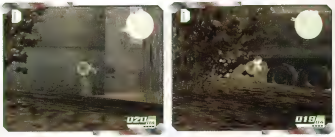
You might think taking a sniper rifle to a prison break is a little strange. However, the M14 DMR shoots at long range, and its quick trigger can effectively spit out bullets against medium-range targets. When it comes to the mission hotspots, you'll be glad that you can drop your enemies from across the prison yard.

Because you're taking a sniper rifle, any close combat is handled by the M9 SD. You can use M67 grenades to surprise enemies from around corners, but, though you have the extra explosive power, you won't need your M3A2 to blow any holes in the guards or the prison walls.

BREAKING IN

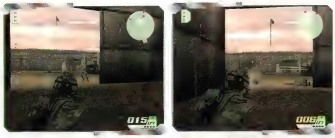
After the truck arrives, take out the first guard.

The insertion point overlooks a lone guard at a guard post outside the prison complex. As you figure out your approach to the prison, a truck pulls up to the post and then drives into the facility. Sneak into the main gate while it's open to let the truck in. To prevent having an enemy at your back while you enter, zoom on the first guard and plug him in the back of the head.



The two guards by the truck aren't a problem if you fire from the hill.

Use the road to reach the prison, but just before you reach the top of the hill, veer right and head up the small hill. Sneak up on the two guards by their parked truck, which idles outside the main gate. From the hill, shoot the guard in front of the truck and, using the dirt mound as cover, slide to your right and target the second enemy near the back tire.



The battle at the main gate is fierce.

The real fight, however, comes when you step near the main gate. To maximize your firing angle, walk in front of the truck and approach the main gate from the left side. Three or four enemies step out from the truck, and the guards inside the yard attack in force.

TIP

Due to the impending point-blank combat at the prison's front gate, switch to your backup M9 SD pistol.

Two enemies jump out in front of the open gate. Pump four or five shots into the first one, then repeat on the second one. Don't spare any ammunition. Your pistol shots aren't as powerful as your rifle shots, and you don't want anyone shrugging off a hit and counter-attacking.

After the two aggressive enemies are lying in the dirt, aim for the guard to the left. He stands behind the crate stack; if you don't immediately remove him, he retreats to the machine-gun nest to the left and opens fire with the .50 caliber. That spells death for your team, so he must not survive the initial volley.

Prevent the left guard from reaching the mounted machine gun.

Your men open fire on the guards to the right as you follow to kill the machine gunner.

The skirmish now shifts to the right side. Your toughest opponent on the entire mission—the machine-gun-wielding enemy in the sandbag nest—shells the entrance with a rain of lethal bullets. To survive, order the Ghosts to charge into the middle of the yard. While the enemy tracks the Ghosts, slip into view and snap a quick headshot to splatter him behind the protective gun turret.

More troops reinforce the gate guards.

Don't let your guard down or you may have to repeat the whole process. Two more enemies reinforce from the right gate and run for the nearby stacked crates or for the machine-gun nest. You'll be safer if you wipe them out in the open yard.

Clip the enemy at the building corner before he turns and fires.

You can advance to your right now. There's only one way into the next compound: through the chain-link fence doorway in the corner. At the building corner behind that, two enemies wait for an ambush opportunity. The first enemy spins around the corner and lets you have it—if you don't beat him to the punch. The second enemy retreats, so unless you catch him quick, you battle it out at the next corner.

After those two are down, you have one more enemy to go in this section of the prison. Walk around to the building's rear and approach the crate stack at the end. The enemy crouches behind these, but he runs for it when you draw near. Fortunately, your gun's range gives you ample time to split him open with a shot to the back. If he does make it to cover at the next corner, shoot the nearby flammable barrel and the explosion fries him.

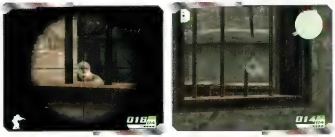
The final gate guard might run, but there's no escaping your sniper shot.

ISOLATING THE PRISONER

Enemies choke the next section, and only precision shooting through the broken window earns kills.

Weave through the chain-link fence until you reach the section southeast of the main gate. A short distance ahead, enter the next section through a stone arch—and walk straight into a massacre! Four enemies have their weapons trained on the archway.

Stand up and target the enemies through the broken window on the eastern wall. If you spot only one or two easily, ask the Ghosts for assistance. Send the Ghosts to the stone arch, and as they fire, slide to your left and target the enemies you couldn't lock on to before (the enemies are now more worried about your Ghost teammates).



Swing left and right to drill all the enemies.

Set up a defensive position in the new area facing south. Two more enemies round the corner and cause grief. Split them open with a full-squad barrage.

The barbed wire at the next corner forces you to stick to the left side of the courtyard. This puts you in harm's way from the enemies hiding behind the barrels at the passage's end. At long range, before you make this move, zoom on enemy movement and shut it down.

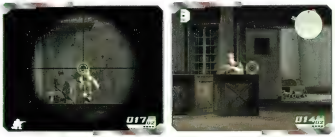
A new enemy joins the fray after the first wave falls.

Round the next corner with guns blazing and focus on the enemies in the rear of the passage.

The next area contains a parked transport truck and an enemy patrolling around that truck. Catch that guard as you round the corner; if you're fast, he won't even see you shoot him. His backup is around the corner to the east. As with many guards, he hides behind a line of crates and you must wound him with an upper-body shot.

A pair of enemies covers the courtyard with the parked transport.

Three more guards funnel out of the building behind this next dead-end section. The building is the holding spot for your prisoner, and only these three guards stand in your way of reaching him.



Three guards defend the prisoner's building.

Two enemies rush out at you and the third hides behind the crates in front of the doorway. Mow down the two moving targets. If you miss, one darts into the doorway to your right and sets up a crossfire on the courtyard with his partner. After you cap the crate guard, advance on the building.

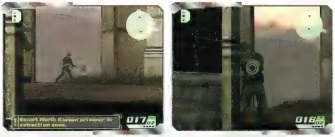
Set your team outside the door with guns pointing into the courtyard to protect against sudden enemy fire (which is coming). Enter the second room and speak with the prisoner. He's more than willing to leave with you, so it's the extraction zone or bust.

You rescue the prisoner at last.

SURVIVE THE EXODUS

An ambush party attacks the holding cell, but your setup surprises them.

Because you set your team to watch the courtyard, you won't fall into the enemy's ambush after you free the prisoner. Two enemies storm the courtyard to the south and west, but your men smite them down before you even exit the holding cell.



One enemy at the exit and one at the near corner maneuver for the best shot on you.

The next two enemies are a little more difficult. One hugs the southwest corner and can stop you in your first few steps, while the second races for a position outside the exit gate.

Blast your way to freedom.

Send your squad forward and zoom on the corner where the enemy stays in cover. Either he appears to face the oncoming attackers (blast him) or the Ghosts surround him (he gets blasted). It works equally as well. You can smash the second enemy with a quick rush on the exit gate and with steady fire from all remaining Ghosts.

The extraction zone holds one more trap and lots of hostiles to cut down.

All that's left is a walk down to the extraction zone, right? Wrong. You arrive at the extraction zone, but the chopper's not on the scene yet. Meanwhile, the enemies want blood and pour out of the prison complex.

Drop prone and start gunning them down. The more you take out while exiting with the prisoner, the less bullets whiz your way. Enemies collect on the hill to your left and behind the crate below it. If you can last for a minute, the chopper finally arrives to lift you out of the mess. Be thankful it arrived at all.

The chopper lifts you to safety at the mission's end.

Mission 7: Bird Down

LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Plant explosives on the crashed helicopter
2. Rescue Captain Thomas from the enemy
3. Escort Captain Thomas to extraction zone

TIME & WEATHER

July 9, 2007
19:30
Clear

GHOST TEAMMATES

Diaz (Marksman, M14 DMR)
Marcus (Gunner, M240B)
Ramirez (Rifleman, M4 ACOG)

BEST WEAPON

M4 ACOG

EQUIPMENT SETUP

Because this is an outdoor mission, you want more range than the M4A1 rifle gives you. Yet, you don't want the sniper rifle—it's too slow against the enemies at the various machine-gun nests and against the enemies at the final encampment. The M4 ACOG fits nicely between the M4A1 and the M14 DMR. You can spot targets at long range, and it also swings around swiftly in close-combat affairs.

When you choose the M4 ACOG, you select an all-around good weapon that works on just about any mission.

The rest of your equipment is standard gear, except instead of carrying grenades, you pack M183 demolition charges to complete your first mission objective: the destruction of the downed bird.

A BIRD IN THE HAND...

The downed helicopter you must destroy isn't far from the insertion zone. More than a dozen enemies, however, stand in the way.

The biggest threat might be your first foe if you're not careful. A guard tower, partially hidden in the foliage and up on the hill on your left, overlooks the only path from the insertion zone. Walk into his line of sight and you enter the kill zone. Target the guard through the foliage and shoot him before he can level his weapon down on you.

Near the insertion zone, a guard tower overlooks your path.

Back up your team on the assault against the first sandbag nest.

After the guard tower is out of the picture, advance up the path and scout the top of the hill you're approaching. One enemy walks around in the area to the sandbag nest's left, while his friend squats behind the nest (and might be out of sight). Shell the exposed enemy while you have the opportunity, and fix on the second one when he pops up to give you a taste of hot lead.

A third enemy rounds the shed's corner after a short delay.

You haven't beaten all the area's enemies yet. A third enemy swings around the shed's corner on a three- or four-second delay to surprise you. Aim at the back corner while you reach the hill's top to be ready for a quick shot.

Sneak to the next hill; as you near it, two enemies charge down the right slope and prepare to gun you down. Drop those two quickly, and stay clear of the gunfire from the bunkers on the hill behind a line of barbed wire.

Two enemies charge down the hill by the barbed-wire bunkers.

Precision shooting takes out the two remaining enemies on the barbed-wire-lined hill.

Press yourself as close as you can to the hill so you cut down on the angle from the hilltop guards. Zoom on the barbed wire, and when the enemy steps forward to rip you apart, return the favor with a single shot. Two enemies use the western corner for the offensive; chip away at your assailants with a steady gunfire stream each time you see movement. However, you must go after the third enemy who crouches on the hill's eastern side. Walk down the path until you're even with the enemy, then creep up the hill. When his head comes into view, blast him with a skull shot.

On the ravine's other side, enemies defend more sandbag nests.

Up ahead, past the barbed-wire hill, is a ravine with two sandbag nests built atop the far cliff wall. Two enemies fire from behind the sandbags when you arrive at the ravine.

When you descend into the ravine, two more sets of guards reinforce the sandbag positions.

Spatter the two sandbag enemies with accurate fire, then skid down the short hill to the ravine's bottom.

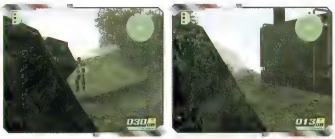
Work toward the helicopter in the north, keeping your eyes on the sandbag nests on the cliff. It's only a matter of steps before more enemy teams reinforce the previous team's bunker positions.

Plant your charge on the downed helicopter and run for the hills—literally.

After you destroy the third set of cliff-based enemies, and with no enemies on the radar, go to the downed bird and plant a demolition charge on it. Give yourself 20 seconds to run away from the explosives and drop prone before the detonation occurs.

SHOOTOUT SUMMIT

It doesn't get any easier after you blow up the helicopter; you must rescue the pilot, who's in the enemy encampment up on the hill to the northwest.



Enemies around the truck convoy greet you past the helicopter site.

Head to the big rock on the crash site's northwest side. Just past the weeds ahead, the enemies have parked a truck convoy; two of these enemies are armed and patrol the area. Look for one enemy at the front of the lead truck, and the second between the two trucks.

To minimize the danger on the bridge, shoot at the defenders from behind the protective rock formation.

Move out in front of the lead truck and crawl up the short hill ahead of you. While prone, peek over the ridge and look across the field at the land bridge in the distance. A handful of enemies guards this bridge; if you fire off some shots, they engage you on the bridge wall. Battle it out here where you can sprawl behind cover, rather than fight in the open space on the bridge itself. Watch your radar and keep shooting until no heads pop up.

Slide over to your left a few paces to spot a guard monitoring the smaller bridge to the north. Don't let him cause problems later—destroy him now.

A guard at the smaller bridge wants to spray bullets into your team.

Three enemies secure the bridge's far side.

Run through the tall grass to the land bridge's front. Three more enemies descend the opposite hill to reinforce the bridge. Mow them down on their descent; otherwise, use the bridge walls as cover and let it rip until one side or the other is dead.

The enemies over the rise leading into the encampment give you a hard time.

Cross the bridge and climb the short slope to the enemy encampment. Stop near the slope's top, or the defending enemies above behead you. You have one to the right and one to the left (possibly behind the sandbag nest); both can nail you if your head appears on their level.

Order your men to charge up the right side and surprise the enemy there. Meanwhile, focus on the left enemy. In the split second that he's distracted by your team's charge, jump up and drill him with a burst. Don't miss or you'll be staring down a loaded gun barrel.

Move toward the encampment's center, cutting down anyone you see. Give the hold order when two of your Ghosts are lined up to shoot down the main encampment corridor. With your teammates ready to motivate, head inside the nearby trailer's open door and toward the captive prisoner at the far end.

Have a teammate fire up the main corridor in the encampment.

Use the doorways in the prison trailer to fire out on the moving enemies.

You won't get far before more enemies appear everywhere. Your men outside are in perfect position to gun down some of them. While you're shielded from most gunfire inside the trailer, peer out the open doorways and search for enemies to finish off.

Escort the pilot through any remaining enemies and to the extraction zone.

When the radar goes blank again, rescue the pilot and lead him to the extraction zone, which lies to the encampment's northeast. At least one more enemy attempts to spoil your rescue. Don't let your guard down and you escort the pilot to the escape point.

Or will you? You need another mission to finally get the pilot to safety.

Mission 8: Holding On

LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVE

1. Protect Captain Thomas until rescue chopper arrives

TIME & WEATHER

July 9, 2007
20:30
Clear

GHOST TEAMMATES

None (lone-wolf mission)

BEST WEAPON

M16/M203

EQUIPMENT SETUP

Because this is a lone-wolf mission, you don't have a choice of weaponry. Fortunately, you're armed with the M16/M203 to provide solid medium-range fire, high maneuverability, and a grenade launcher. For added destructive power, you have M67 grenades, but nothing in the final equipment slot.

It's just you and your M16 left to protect Captain Thomas.

WELCOMING COMMITTEE

This mission is just you, Captain Thomas, and the downed helicopter from the previous mission. You must get him to safety, and now the enemy has tracked you to a deserted farm. They plan to storm the area, kill you, and recapture the captain.

Don't fight the enemy head-on or they overrun you.

You must hold them off until allied help arrives. Don't run forward and defend the sandbag nest near the main road—you can defend from there only a short while before the enemy successfully rushes you. Eventually, you must reload and the next enemy shoots you dead while you fumble for extra bullets.

CAUTION

When the enemy attacks in force, you must have a great cover spot. Otherwise, when you reload, the enemy counterattack instantly kills you.

Ambush the enemies as they race up the farm road.

Retreat to the northeast corner of the building to your right. From there, look straight up the main road and clip the enemies as they appear. You're farther away, which gives you more time to make your shots and reload if necessary.

If an enemy slips past, he ducks behind the sandbags or behind the nearby truck.

Keep firing at the moving targets, and you may cripple up to a dozen enemies if you're accurate. Should you miss—and that's probably going to happen with the first half dozen, so don't panic—the enemies stream over to the sandbag nest and abandoned trucks on your left flank. If the enemy heat becomes too great from that defensive position, retreat behind the building to your final battleground. The telltale sign to retreat, though, is when the big tank shows up. You can't fight it with your meager weapon supply.

It's time to beat a hasty retreat when the tank shows up.

HIDE AND SEEK

Retreat to the farmhouse's back corner and look east (the direction you came) and south (the direction the enemies flank around from). The enemies that escorted the tank onto the farm spread out and try to overwhelm you. Expect runs from both directions.

The first enemy circles around the house at you.

Don't let any enemies sneak past you along the far fence.

You must also watch the fence to the south (past the open field). Enemies creep along that edge in the hopes of circling behind you. After you drop prone, you can't allow this to happen or they have a clear shot at your exposed back.

Explode the flammable barrels to hurt enemies in the blast radius.

Notice there's a flammable barrel to the east, in front of the parked truck. If a particular troublesome enemy attacks from that area, or several try to rush around that side, shoot the barrel and treat them to a sizzle-fest.

The mound in the backyard serves as your defensive position where you can see to either side of the house.

After you battle back the enemies, retreat to the mound in the house's backyard. Drop prone and practice swinging back and forth between the house's northeast and southwest corners. If you cut the enemy down at these points, you have no dangers.

Captain Thomas hides in the house with the medical supplies. Hopefully he won't need them.

While you settle in, Captain Thomas retreats to the medical-supply house to the north. Leave him tucked away inside so he stays safe until the rescue team arrives.

CAUTION

Don't retreat with Captain Thomas into the medical-supply house. This draws all the enemies to Thomas's location; one stray bullet to the pilot ends the mission.

When an enemy rounds the house's corner, nail him.

The main reason you flee to the backyard mound is to keep the farmhouse between you and the tank. You hear it pounding the house's walls with cannon fire, but as long as it can't hit you with its shells or machine-gun bullets, you have a good chance of surviving. You must still eliminate all the enemy soldiers, but at least you can fight them and they usually come at you one at a time.

The final enemy enters the house to get a shot at you.

Keep track of the enemies on your radar. When you weed them down to a single enemy or two (the tank counts as one blip on your radar), you may have to get up from the mound and hunt them out (or at least switch positions so they come to you). Search the corners as you move; one of the enemies might be inside the farmhouse trying to sneak out the back door to startle you.

Finally, a friendly helicopter delivers a missile to the enemy tank hounding you.

When the last enemy soldier dies, your rescue chopper enters the scene. One missile later, the enemy tank erupts in a shrapnel-filled inferno and the helicopter gets you out.

Mission 9: Tides of War

LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Infiltrate the dam
2. Eliminate all enemy troops on top of dam

TIME & WEATHER

July 10, 2007
15:45
Clear

GHOST TEAMMATES

Burke (Rifleman, M4 ACOG)
Foster (Grenadier, M4/M320)
Kim (Marksman, M14 DMR)

BEST WEAPON

M14 DMR

EQUIPMENT SETUP

You want plenty of range on this mission, and the M14 DMR offers just that.

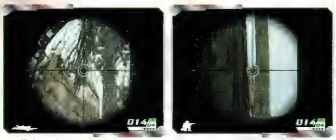
Other than one intense fight at the dam's top, your encounters on this mission are at medium or long range. That calls for the marksman rifle, the M14 DMR, and its ability to eliminate enemies before they even know you're there. If you get trapped in a close-combat situation, switch to your M9 SD backup pistol or chuck a few M67 grenades. Save the M3A2 for the tank at the mission's end; it's the only weapon you have against it.

RIVER RAID

Sneak up behind the first guard.

The enemy is a stone's throw away from your insertion point. Don't start off at a crazy run. Walk several paces ahead; when you spot the red blip on your radar, drop prone and crawl the remaining distance to spy on the first enemy.

He's on the left, standing with his back to you and not very alert. He's probably confident because he has five other friends nearby, all armed to the teeth. When you shoot him with a single kill shot to the back of the head, the rest of his enemy group mobilizes.



Take the best shot you can as the enemies appear through the brush and trees.

Starting on the far left, one enemy hides in the bushes, but he doesn't have a good angle on you. A second enemy erupts from his hiding spot behind the back rock on the hill and fires down through the trees at you. The third enemy lingers up by the back tree line. On the right side, a fourth enemy bounces from tree to tree while descending the hill to snipe at you from the brush. Target each enemy as he nears, and fire multiple shots to drive one bullet through the foe's heart.

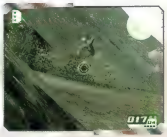
A precision shot over the ridge clips the rear enemy.

After you survey the area and knock down all targets, climb to your feet and veer from tree to tree. At the hill's top, the last enemy shows up on your radar. You can't see him; he crouches below the ridge in front of the river. Walk slowly toward his hiding spot and zoom. When you spot even the tiniest piece of his helmet, fire and pop him backward.

Advance along the river and wade through the large weeds along the shore. Two enemies charge across the open ground ahead and try for a defensive position in the weeds to your right. Two sharp bangs catch them each in midstride and somersault them into oblivion before they can set up properly.

The first of three enemies charges toward the bushes by the river.

A few seconds later, a third enemy follows the same path. Don't get caught snoozing and let him squeeze off a shot. Give him the same merciless treatment you gave his friends.



Blast the two enemies on the hill to reach the footbridge.

Round the corner with your gun trained up the hill. A single enemy scrolls into view and immediately fires on you. If you panic, he wounds you or worse. Stay under control and, despite the bullets zipping down in your direction, strike him back with a shot to the chest that disrupts or decimates him.

Slide farther to the right and the second enemy appears in the brush. He might be difficult to spot; when you see him, repeat the method of attack you just used on his friend.

On the river's far side, an enemy cocks a rocket launcher back and takes aim.

Unless you like the taste of rocket fuel, don't sit around after you kill this second hill guard. A new guard on the river's far side spots all the activity and runs for a better vantage point. When he reaches the footbridge, he loads up a rocket and locks on your position. Thankfully, your sniper rifle has the range to take this threat out with a single shot.

Follow the hill up to the footbridge and cross to the other side. The path slopes down to a waterfall and to a dense section of foliage beyond that. Two enemies lie in wait on the other side of this foliage. One crouches behind the bushes near the water while his companion sticks to the trees farther up the hill to the left. You have about 10 seconds to deal with them, or they retreat and make your life more miserable on the next enemy encounter.

The footbridge is the only way to the dam.

After the waterfall, search for the two enemies behind the greenery.

Assuming you've erased the two at the waterfall encounter, swing around the foliage and head up the hill toward the dam's base. At the hill's top, where the land levels out, three enemies are prepared to take sporting shots at you should you attempt the exposed territory. Don't step out onto the hill. From the base, aim up through the brush and look for headshots on the two front guards.

Enemies aim at you from the dam's base.

The third guard won't advance; he sits at the back near the elevator room. After his two supporting friends are down, creep up the hill and hammer him when you see his head appear on the horizon.

You've made it to the elevator that brings you up to the dam's top, completing the first objective. The second leg of the journey is much more deadly, and you're about to enter one of the most brutal fights of the campaign.

You need to control the elevator in the nearby tower to rise to the dam's top.

DAMMED IF YOU DON'T

Enter the elevator room and prepare for one heck of a fight. At the top, the enemy has the elevator entrance surrounded with seven soldiers and a machine-gun nest to either side. At times, there's so much gunfire it seems like a permanent deadly curtain has gone up in front of the doorway.

All Ghosts should be in position to open fire when the elevator hits the top floor.

As you rise in the elevator, have everyone face east. One enemy aims directly into the elevator when you dock at the top, and you don't want to get killed. If you're positioned correctly, when the elevator slides to the last level, you can shoot out the open doorway and cap the first aggressor prior to any damage to your company.

Near or far? It doesn't matter; you need to shoot anything that moves into your range of fire.

Now it's a mad scramble. Enemies pass in front of the door as they set up a perimeter. Most are to the left, since there's a high stack of crates to the right. However, you might see an enemy crouch out in the open straight ahead or at the crates to the right. Be prepared for everything and kill the enemies that you can spot before advancing on the doorway.

Unfortunately for you, the enemies have two machine guns set up to cut you down when you leave the doorway. Usually only the one on the right is manned, but be aware of both as you exit the elevator room.

The machine-gun nest unloads a stream of bullets across the elevator doorway.

When you've eliminated all the immediate enemies, send your Ghost team out to a defensive position alongside the crates. Run through the doorway and leap for the safety of those crates so the machine gunner can't concentrate fire on you. Follow your Ghosts' fire and wipe out any targets who can shoot you. Finally, turn your attention to the machine-gun nest. Get the best angle possible from a protective spot near the crates or the doorway and zoom for a lethal headshot.

When you remove the last enemy in the first group, advance your group on the parked truck.

Move your troops to the machine-gun nest and use that cover to scan for more enemies. Most are cleared out, but there are one or two stranglers behind the nest who need a little tender lovin' care. When you have a clear radar, advance on the parked truck.

Scout out the remaining enemies, but don't let any of them get the drop on you from behind.

From the truck's south side, hunt out the new enemies near the crates on the left. When you attack them, a new group arrives, including two behind the parked truck. Focus on any enemy that has a clear shot at you, then move around the vehicle and pick off enemies as you see their legs, shoulders, or heads.

The final enemy group seizes control of the dam's far end.

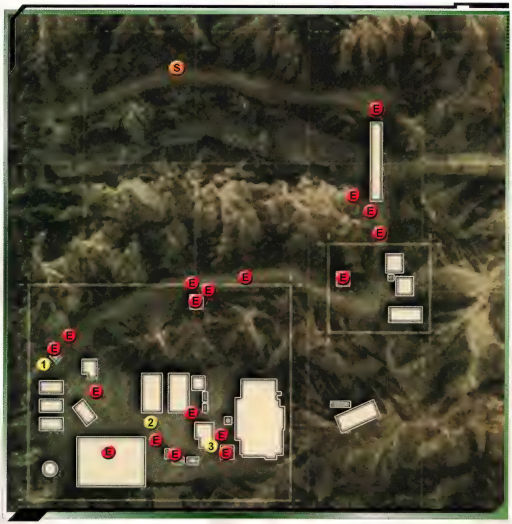
Given time, you eliminate the enemies in the immediate vicinity; however, a larger enemy group has plowed into the bridge's southern end and has taken it over. Led by a tank, these enemies roll forward to crush your small opposing force.

Use your long-range sniper rifle to down the enemies one by one. When the tank comes into range, switch to the M3A2 and, even though you can barely see the tank through the haze, launch missile after missile in its direction. You have five shots to shatter it, and if you can destroy it before its machine-gun turret starts firing against your cover spot, you have a much better chance of surviving.

When the tank rolls toward you, the M3A2 is your only hope.

Somehow, some way, you find a way to win. You always do. That's why you're a Ghost.

Mission 10: Command Siege



LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Infiltrate enemy base
2. Secure radar station
3. Plant demo charge at radar station

TIME & WEATHER

November 14, 2007
17:30
Clear

GHOST TEAMMATES

Burke (Rifleman, M8)
Diaz (Marksman, M8 SMR)
Parker (Grenadier, M8/M320)

BEST WEAPON

M8 SMR

EQUIPMENT SETUP

When you want to put a bull's-eye target on an enemy from across the map, hook up with the M8 SMR.

On this demolition mission, you must take along the M183 demo charges, which cuts into the amount of explosives you can use against the enemy. You still have the M3A2 for a few bomb strikes, but you might find your firepower lower than normal.

Make up for the lesser firepower with the M8 SMR. The marksman rifle assassinates the majority of the enemies on the map from long range, without them even seeing you. Less enemies to fight in medium or close range means less casualties and an easier mission all around.

FIGHT CLUB

Assault the footbridge near the insertion zone.

At the beginning of the mission, there are two ways to infiltrate the enemy base: from the bridge or from the cave behind the waterfall. The cave behind the waterfall leads to the enemy camp. Infiltrating from the bridge is more difficult: When the mission starts, crouch immediately; you're only a stone's throw from the heavily guarded footbridge to the north. Take a few steps in front of your present position, zoom on the bridge's back end, and shoot the single enemy standing by the edge. The battle begins.

If you forget about the enemy up in the window, he makes you pay for it.

Focus on the gatehouse to the bridge's right. An enemy pops his head up in this window and lays some lead down on your side of the river. He's the most dangerous enemy now, so it's lights out for him.

Swing your sights back to the bridge's front. As you slide out toward the right, zoom past the rock formation ahead to see two enemies by the road sign in the distance. Blast the left one first, and then you have enough time to pick off the second one before he reaches any good cover spots.

Two guards talk by the road sign at the bridge's front.

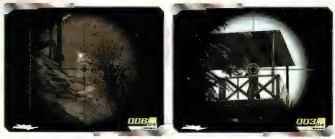
Remove the two well-defended enemies to clear the bridge for passage.

You have two very difficult enemies left. The first stands guard in the tower at the village's southwest corner (almost out of sight behind the hill to the bridge's right). Keep walking until you see the tower; zoom on the interior. The guard fires, but your weapon has accuracy at long range and his doesn't.

The last enemy in the area mans the machine-gun nest on the bridge's back end. If you attempt the footbridge with this enemy still alive, your whole team dies. The machine gun is positioned to barrage the bridge with gunfire, and one enemy can hold off an army. Your best chance is to target him from long range and eliminate the threat before you get anywhere near that bridge.

In the valley, two enemies watch the bend that you come around.

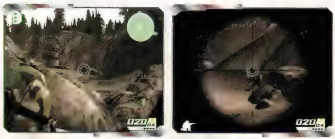
Push past the bridge and the now-empty village with the machine-gun nest. Round the next corner and slow to a crawl at the next bend. When you pop your head over the rise, you see two enemies in the valley in front of you. Target them; if you're quick, you can snap off two successive shots and end up with two kills.



Work your way up the hill and silence each enemy.

If you miss one, he runs up the hill's left side and into the brush and trees. Even if you don't miss, you have a couple of enemies to deliver into the afterlife.

The first enemy crouches in the sandbag nest on the hill (at the foot of the guard tower). He can be difficult to spot due to the foliage; look for the muzzle flare to draw your reticle's attention. The second enemy stands about 30 feet above him, up on the guard tower's top platform. He can survey the entire valley (and avoids shooting through cover because of his height advantage), which makes removing him a critical component to progressing farther.



The rocks in front of the circular tower hold a pair of enemies.

Continue to the west toward the circular tower at the slope's top. When you come to the first rock pile, hunker down and zoom on the second pile ahead. Two enemies camp out here. You can shoot one easily enough—he squats out in the open.

The enemy by the rocks makes a run for the sandbag nest.

The second enemy bolts after you shoot the first. He runs up the slope and behind the sandbag nest at the circular tower's base. Cap him while he's running without cover. A second enemy hides behind those sandbags. Keep your guard up, even after you blow the first two enemies away.

WRECKING THE RADAR

Climb the slope and look south. A single enemy crouches in the middle of the parking lot; hit him with a perfect shot under the gate at full zoom.

Shoot under the gate to plug the guard out in the open.

Use the tower to sneak up on the enemy and cut them all down.

Sneak around the circular tower until you can view the radar station facility. Two or three enemies wait for your attack; however, if you stay stealthy, you can drill these enemies before they can effectively counterattack.

The concentration of enemy fire comes from the rear sandbag nests.

Start your approach into the parking lot. You have two areas to worry about: the hangar to your right (which still has one enemy circulating about) and the sandbag nest at the compound's far end (which serves as enemy cover until you clean out the area). Stay zoomed on the sandbags and count the number of enemy heads that pop up. After you have a number, poise on the spot above one of the enemies and wait for him to rise into your reticle. Repeat to eliminate all the enemies you've counted.

One remaining enemy hides among the crates inside the hangar.

Advance to the truck on the parking lot's left side. As you walk toward it, scan the lot's south side for movement among the crates or inside the hangar. When that final enemy shows his face, trigger off a burst that knocks him down like a sack of potatoes.

No doubt you've heard or even felt the machine-gun fire from the facility's back corner. A manned machine-gun turret burns bullets across the parking lot's center. To make matters worse, two more enemies crouch along the left wall in the hopes of charging after you if the machine gun starts hitting.

Hit the machine-gun nest and its surrounding enemies with everything you've got.

Without stepping too far out into the lot's center, try to get enough of an angle to see the machine gunner. If you smack him with a headshot, you won't die from the counterattack unless you're really slow in dealing with the two enemies that retaliate.

Send your men toward the radar station and after the last few enemies.

Assuming the sandbag enemies have been dealt with, send your team to the facility's rear to set up a perimeter of fire. You especially want one Ghost in the alley that leads to the radar station controls. Several enemies still lurk back in this fenced-in area. Unless you've already drawn them out, shoot through the chain-link fence to drop these pesky enemies.

Just when you think it's over, more enemies pour out of the building next to the radar station.

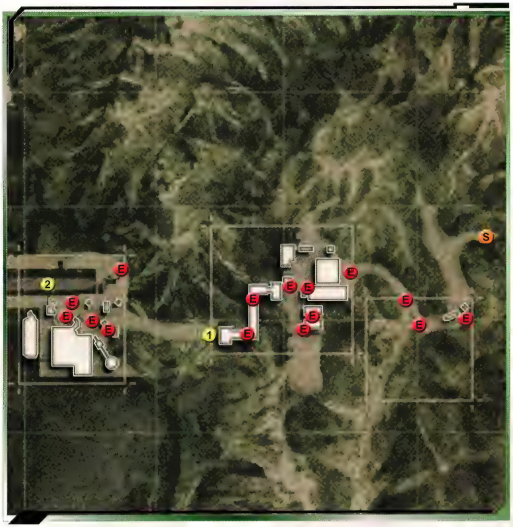
Continue to the radar station controls. After you plant two demo charges, it's all over. Of course, it's not going to be that easy. When you near the controls, enemies burst out of the doors on the top floor to the nearby building.

Plant your demo charges to complete the mission.

If your Ghost team is covering your back, they should take care of the surprise attack. If not, use the radar station tower as a shield and duck in and out to keep taking shots at the bad guys until they've been vanquished.

Now you can slap the explosives on the controls and complete the mission. You've knocked out more enemy hardware and crippled them so much that soon they'll be communicating via messenger pigeon.

Mission II: Cargo Raid



LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Infiltrate shipyard
2. Call an air strike on the cargo ship Claraboia

TIME & WEATHER

November 27, 2007
02:00
Clear

GHOST TEAMMATES

None (lone-wolf mission)

BEST WEAPON

M29

EQUIPMENT SETUP

As far as firepower goes, you can eliminate all the enemies between the insertion point and the final docks with your M29. At the mission's end, you need your laser designator to call down the air strike on your second objective, the cargo ship *Claraboia*.

The M29 uses a laser marker to call down air strikes on enemy hotspots.

TUNNEL VISION

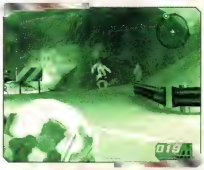
Enemies at the back of the parked truck aren't unloading canned goods for the local orphanage.

You won't have the Ghosts as backup on this lone-wolf mission, so play it steady and safe. Walk to the insertion road's edge; look to the left at the bend. A parked truck is at the next bend, and two enemies mill about the rear. Zoom and carefully aim on one; they don't know you're there. Make it a kill shot. The second enemy scatters for cover; track him and take him out wherever he decides on making his last stand.

Advance on the truck to get into position for the enemy in front of the barricade.

Run up to the truck's back side and creep along the driver's side to the front tire. Peer down the street to another bend with a barricade at the corner. One enemy patrols in front of this barricade. Again, take careful aim and down him with a single shot. No need to rush and give him a chance for return fire (not to mention wasting extra bullets on the loser).

As you near the barricade, two enemies rush forward from the northwest path. You don't have time to zoom, and you don't want to focus on one while the other takes shots at you. Instead, fire without a scope and shoot from the hip. A quick one-two punch will knock out both.



The reinforcements pay for charging into the M29's range.

The bushes at the house's base serve as enemy cover.

At the next bend, you see a house after the path descends to a bush-choked fence. A few enemies hope to blindside you from the cover of the bushes. Peer through the foliage; when you see movement, let them have it. If you don't gun them all down in the first barrage, at least one of the enemies rushes up the hill, giving you a point-blank opportunity before he brains you.

Enter the back lot through the open gate and move to the house's northwest corner. The enemies have the area in front of the tunnel entrance well guarded. It takes some masterful shooting to escape untouched.

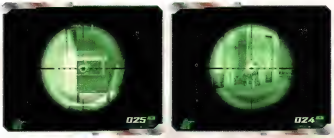
An enemy hoofs it up the hill at you.

An enemy on either side of the tunnel entrance causes trouble.

Notice that enemies flank the tunnel entrance to either side (one at the building corner to the right and the second out in the open farther left). These two are just the vanguard for the larger force, but deal with them quickly before more enemies lay some hurting on you.

Two replacements follow in their dead comrades' footsteps.

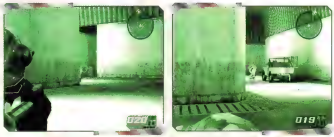
As you drop those first two, a pair of enemies runs from the tunnel mouth and takes up similar positions. Try to make it an "instant replay" moment and deal with these two the same way as their friends.



A tower guard and hidden enemies behind the southern buildings wait for the opportunity to plug away as you cut across the open courtyard.

Now you can step out into the courtyard on your approach to the tunnel entrance. Zoom along the buildings to the left and over the shorter sheds. A guard tower is in the distance; knock the single enemy off his deadly perch.

Step a few more feet into the courtyard and more enemies reinforce from between the sheds to your left. Let loose a volley of gunfire to prevent them from spreading out into the courtyard. While they set up, use your rifle-powered grenades or precision sharpshooting to wipe them all out.



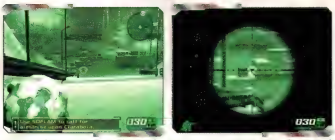
Watch for enemies at the tunnel corners.

Head into the tunnel. You have one enemy at the front corner and another at the back corner. If you go in slow and zoom on the corners, you can catch a piece of the enemy before he jumps out and damages you.

The final two tunnel enemies break for cover.

As you cut down the second tunnel enemy, two more from around the corner run up to defensive positions. The first darts into the side alcove to your left, while the second hides behind the car at the corner. If you back up to the corner, the alcove guard can't touch you. That leaves you time to scope out the enemy behind the car and bury him for good. When you're ready, slide out into the tunnel's middle and target the alcove for a quick shot at the remaining guard.

SHIPSHAPE



The shipyard might look deserted, but it holds plenty of enemies behind those crates.

You complete the first objective when you exit the tunnel. Down the hill, your prime target—the cargo ship *Claraboia*—floats docked to your right. Though the shipyard appears quiet, it's anything but.

Search the dock for crouching or standing enemies and send them to the pavement.

TIP

If you have the element of surprise and multiple targets to choose from, always line up a shot on a difficult target first. Pick off the easy enemies later.

Two enemy groups sit behind the crates on the front area's left side. A third enemy group stands on the right side in the back area. Search for the enemies in the crates first, since they are more difficult targets. Drop prone at the road's top and start picking apart the guards behind the closest crates. When the enemy group nearest the ship starts firing back, switch to them and quickly shoot both.

Stay down and keep shooting at enemy movement. When you think it's over, it won't be—four more enemies reinforce from the back set of crates. It delays your progress down into the shipyard, but you shouldn't change your strategy. It's worked so far, after all.

Just when you think you've cleared the dock's western side, four more enemies reinforce the position.

An enemy in the northeast corner fires when you descend to the shipyard.

Finally, after you've emptied more than half your ammo, the shipyard's left side is clear. Descend the hill and look to your right. Beyond a parked jeep and truck, a single enemy waits in ambush in the northeast corner. If you don't identify him right away, he kills you with a shot or two. He's probably the last enemy, and you don't want to fall at this point, so play it carefully and use cover until you can line up a good shot on him.

Scan the dock for any enemy you might have missed. If the coast is clear, advance to the crates nearest the ship and pull out your laser designator. Snap a picture with the thing and duck behind the crates as the air strike sinks the cargo ship. So far, so good. You've taken almost everything away from Paik, except, of course, his life, and that's only a matter of time.

Call an air strike on the boat and kiss the cargo good-bye.

Mission 12: Medusa

LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Destroy the electrical substation within five minutes
2. Eliminate all hostile troops defending the missile position
3. Secure the missile control room

TIME & WEATHER

December 1, 2007
15:15
Clear

GHOST TEAMMATES

Burke (Rifleman, M8)
Foster (Grenadier, M8/M320)
Kim (Marksman, M8 SMR)

BEST WEAPON

M8/M320

EQUIPMENT SETUP

This mission probably proves the most difficult, especially since you must wade through a slew of clever enemies and three tanks. The M8/M320 helps persuade the enemy to see things your way with its potent kinetic bullets and hefty long-range grenades. The tag team of the M3A2 and M183 demo charges destroys tanks and mission objectives faster than even Command expects from the Ghosts.

All your weapons provide explosive power on this mission.

CUTTING THE POWER

Surprise the enemies by the first set of trucks.

At the insertion zone are two trucks parked in the road ahead. Your first encounter with the enemy, two guards with light observation skills, occurs in-between those two trucks. Walk a few paces down the road and one of the enemies slides into focus. Shoot him and wait for his partner to round the truck on you. If he doesn't show, he's cowering by the wheel, and you have to get in closer to zap him.

Play peekaboo with the guards at the second set of trucks.

The road leads to an underground tunnel, inside of which the enemy has set up a second road block of parked vehicles. Three enemies talk behind the vehicle's rear end. When you shoot at them, one goes right to hide behind the crate, one stays in the middle, and one goes left to the alley between the truck and the tunnel wall. Isolate each one and remove them. Concentrate on the left guard first, since he has a clear shot at you most of the time (you can put the truck between you and the other two at any time).

The front guards at the power station go down easily.

Proceed out of the tunnel and up the road. At the side road to the right, survey the power station's main gate. Two enemies stand out in the open in front of the gate. Shoot the one on the left, then go after the one on the right who bolts for the sandbag nest in front of the guardhouse. If you don't get him before then, let him duck down into cover. In the meantime, you can blast the enemy in the guardhouse window. When the sandbag enemy rises to attack you, fire on his position and take his head off.

Two heavily armed guards reinforce the front gate.

Hearing all the noise, two more enemies run up to reinforce the gate. The first one carries a rocket launcher—if you can hit only one of the two, make sure it's him at all costs. You can use the jeep to your left as cover if you need to reload. Spray the gate area with enough bullets and all the enemies should be dead on the ground.

Enter the gate and go left to the space behind the single crate. Turn east and aim at the top platform on the building across the way. An enemy charges out of the top-level door and looks to assassinate someone. Don't give him the option of even drawing his weapon.

Catch the enemy on the balcony when he first emerges outside.

The two enemies running down the hill don't stand a chance when you're in proper position.

Now swing back to the left (north) and line up your reticle on the space between your wall and the building ahead. Two enemies crunch down the snowy hill; plant them both in the ice with close bursts to the chest.

Turn back to your right and run across the courtyard to the chain-link cage with the power station controls inside. As you enter, watch the right side for activity. A single enemy runs out from the building corner in the side lot and drops behind the crate there. He doesn't stay down for long. A few seconds later, he pops up to deliver what he thinks is a surprise deathblow. Too bad for him you don't like surprises.

A single enemy attacks from the side of the power cage.

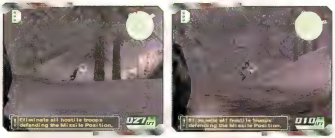
It takes three demo charges to destroy the power station.

Time is probably running short by this point—you had only five minutes to beat all these guards—so break out the demo charges and stick them on the three designated spots at the rear of the controls.

Enemies shoot at you as you run from the impending explosion.

Unfortunately, two more enemies appear on the hill to the south (above where the single guard hid behind the crate). They fire from behind two sandbag nests up on the ledge and thus prove difficult to hit. While on the run, take some shots at them, but don't pause to fight it out with them. You have 30 seconds to clear the area, and after you do, those two enemies won't be a factor any longer. Dash for the hill north of the power station; make sure your men tag along or you'll be shorthanded for the rest of the mission.

TANK GAMES



Engage the enemies in the woods behind the power station.

You begin the second leg of your journey on the main roads and in the woods in the northeast corner. After you round the corner at the hill's top and can see trees, expect two enemies (one along the left slope and one coming up the middle) to run up and hope for a position on you. While they're on the run, trigger a few bursts at them so they can't return fire.

A second set of enemies follows the same paths as the first enemy wave. If you've kept moving, you are on the downhill now, which means you have a better shot at the enemies as they race through the trees.

After those four are dead in the leaves, continue down the hill toward the barricaded bridge at the bottom. To the bridge's left, a single guard crouches next to a crate. Dispose of him, which gives you the freedom to walk around this area of the map without hassle.

One enemy watches the road by the barricaded bridge.

Launch your first two missiles at the southern tank before concentrating on the enemy bridge.

Reload and send all the troops along the road to the south. In the distance is a second bridge controlled by the enemy. Beyond this bridge, the first tank controls the area. Sneak up on the bridge and launch two missiles across the ravine in quick succession. If your aim is true, the tank explodes and kills all the enemies hiding back there with it.

Clean up the remaining enemies on the bridge.

One or two enemies survives the tank explosion and takes refuge on the bridge. You must pass over the bridge, so dispose of those enemies. Fire on them as you approach, then lead everyone to the opposite side.

The lookout on the hilltop shoots down on you if you take too long to return fire.

At the bridge's far end, look to your right at the hilltop to see a guard looking down at you. He fires on your exposed position. You take a few hits here if you give the enemy that opportunity. Push your M8 to the limit of its range and peg the lookout guard before he unloads.

You can lock on to two targets in the northern courtyard.

CAUTION

The battles against the second and third tank can get messy. Give your squad the Hold order prior to the confrontations, and call them back to your side after the tanks lie in shambles.

Climb to the hilltop where you dropped the guard. Walk to the plateau's other side, which gives you a view of the enemy facility below. Two enemies make for juicy targets: one out in the open, the other behind the sandbag nest to the right. Finish them off and prepare for the second tank encounter.

Use the big rock as a screen against the second tank's cannon while you ready your own rocket launcher.

Hustle down the path to the big rock on the right slope. Load up your M3A2 and wait for the second tank to rumble into view (it's been hiding outside the northern gate). It shoots off a number of blasts as it rolls into the courtyard. Despite the shock wave and smoke, the rock protects you from damage.

When you see the tank's long barrel, sidestep to your left and fire a rocket. Quickly step back; the tank always returns the shot; you must be behind the rock when that shell comes on it's mission over. If your first rocket doesn't destroy the beast, load a second one and try again.

MISSILE CONTROL

You're almost through the mission by this point, but you must first wade through a couple more groups of enemies. Before you go up against the next group, a solo assassin waits along the crates to your left (just in front of the parked truck). Don't get overzealous and walk out into the courtyard or he ends your dreams right there. Take it slow and peek around the corner to give him a muzzleful of M8 gunfire.

A guard sneaks along the crates to cut you down from behind.

After you clear all the enemies on the northern side, continue south and look for the enemies pa t the barricades. Se eral of them flank out to the right and engage you from that section of cover. Shoot for their heads; you can burn the rightmost target if you strike the nearby flammable barrel.

Battle it out with the enemies behind the barricades.

Enemies shouldn't place flammable barrels in the complex if they don't want to get burned.

The biggest remaining threat is the third tank. You hear it booming shots at you from behind the truck barricade. If you get too close to that barricade, you can still die from the shrapnel that sprays around. Stay back and use a similar maneuver as the one you used on the second tank. Arm a rocket, sidestep right, and fire past the barricade. If you're fast enough, you can launch the rocket and duck back before the tank hits you with a shell of its own. Two missile strikes crumble it and stop the pounding.

Pieces of the third tank blow sky-high after a successful rocket strike.

Scan around again, and when all seems quiet, move toward the missile platform. Two more enemies guard the rooftop by the missile platform staircase. Try to catch sight of them from the ground. If you can't, proceed slowly up the stairs; when you see a blob of white, freeze and zoom on the position. You don't want to reach the top until both guards aren't moving.

Pick off the two guards on the missile platform.

All that's left is to seize the missile control room in the far building. A single guard defends the room, and he tries to gun you down from just inside the doorway. Try grenades or even your M9 SD if you want a smaller weapon to wield—whatever it takes to pry that enemy out of the room and gain the controls.

The control building is the complex's southernmost building.

Another missile has been deactivated and taken off the global terrorist threat list. You're pretty good at this undercover task-force stuff.

Toast the final enemy in the control room and victory is yours.

Mission 13: Death Train

LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Blow up the railway bridge before the train arrives
2. Eliminate all enemies on the train
3. Cut down the enemy's power supply in the north camp

TIME & WEATHER

December 20, 2007
10:30
Snow

GHOST TEAMMATES

None (lone-wolf mission)

BEST WEAPON

M29

EQUIPMENT SETUP

What more can we say about the powerful M29? It's basically an all-in-one tool for vanquishing the bad guys on the mission. Use its range to pick off the enemies at the two enemy camps, and use its grenades to destroy the power supply at the third objective point.

This mission is the last for the M29, so enjoy it while you can.

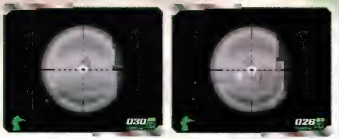
When you get in a bind, such as the tank guarding the bridge, pull out the laser designator. Light up the enemy hot spot and an air strike razes the whole area with a series of precision explosions.

CAMP COUNSELING

The insertion point puts you squarely between the railroad tracks that lead you to your first major objective. First, though, deal with the enemy camp to the east. If you leave them alone, they squeeze you between the enemies on the railroad bridge ahead, and you probably pay with your life.

Approach the enemy camp silently and eliminate the soldier in the guard tower first.

Cut to the right side and approach the camp along the stone wall. When you creep in close to the parked truck, zoom up on the guard tower ahead and start the battle with a headshot to that troublesome soldier.

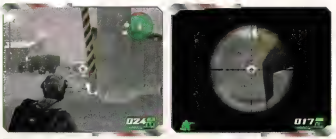


In near-blizzard conditions, you must pick out the figures in the gloom and floor them.

CAUTION

It's very difficult to see at range in the snowstorm. Rely on your radar and be on your toes for foes appearing suddenly out of the gloom.

Three enemies patrol on the truck's opposite side. Slide to your left and zoom so you can peer through the snow and fix on a target. At normal vision, you won't spot these enemies well, even though they're close by. Use the truck as a screen from the enemies' return fire and let loose with a few bursts that dismisses them one, two, three.



The guards at the front gate fan out to return fire from multiple angles.

Prepare for another fight inside the camp's front gate. When you round the corner, three enemies break in different directions. Concentrate on the central figure, who darts to the left and then fires on you. Kill him and look for the other two. One runs for the corner of the building to your right, while the second is crouched by the front tire of the parked truck. Finish off the corner enemy before you worry about the enemy by the truck. From his present position, he can't hit you, and you have plenty of time to set up a kill shot.

Advance on the woodpiles at the camp's rear and zing anyone who peeks out at you.

Continue to the camp's rear. Two piles of wood serve as a barricade from which the enemies like to attack. Look for one enemy to pop up on the left pile; plant one in his forehead before angling to the left to shoot at the second woodpile. Other enemies likely flock to the woodpile. Keep sidestepping to your left as you circle toward the back of the woodpiles and punish anyone who enters your field of fire.

Cover the rest of the camp from the woodpiles.

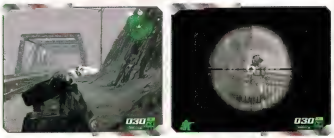
Finally, you circle behind the woodpiles. From here, scan the rest of the camp. On the camp's opposite side, near the roadside wall, one or two enemies emerge from the tents and return fire. Give them a taste of accurate gunfire.

One enemy stays behind the tents in the southwest corner. When you leave the woodpile, he runs around the tents and tries to catch you by surprise on your left flank. If you steady your reticle on the southeast tent corner, he charges out, giving you a point-blank shot.

The last camp enemy runs around the tents to come at you from the side.

TO CATCH A TRAIN

You pass a dormant tank on your way out of the eastern enemy camp, and you can thank the stars above that it's not active—you have enough trouble dealing with the second tank up the tracks.



The sandbag nest in front of the bridge offers enough cover to set up shots against the incoming enemies.

Run up along the tracks' eastern side and crouch low when you reach the sandbag nest in front of the railroad bridge. An enemy tank is parked 30 feet ahead, and only the sandbags stand between you and a cannon sandwich. The nest shields you enough to zoom on the western walkway. Two enemies run along this walkway and set up for a side shot. Try to spoil their attempt with some well-placed bullets.

You can't beat the tank with bullets. Call down an air strike to light it up.

The tank is a much bigger problem. You can't even dent the monster, and it launches huge cannon shots at your position. One mistake and it blows you into next week. Your only real option is your laser designator. Target the tank with the designator between cannon shots and let the ensuing air strike do the dirty work for you.

Secure the four demo charges on the bridge's base and run for safety above.

Hopefully the air strike took out any other enemies on the bridge. If not, hit them at long range as you proceed north on the bridge. About halfway up on the right side is an open gate and stairs descending to the base. Hustle down the stairs to plant your demo charges.

There are four charges to set up. Place the first one on the farthest corner and work your way back toward the stairs. You must do it in this order or you end up running a longer distance and probably won't have enough time to escape. The 25-second time limit barely gives you the time to ascend the stairs and run north far enough to avoid the brunt of the explosion.

The train grinds to a halt near the hole you blew in the bridge.

CAUTION

Plant the fourth demo charge next to the stairs. You can't afford to run any extra distance when the countdown begins. You barely have enough time to reach the top and run to safety.

The explosion goes off not a moment too soon. The approaching train appears and slows down to avoid a nasty fall. Now you have a trap set up for the enemy, but, of course, it's still just you versus a half dozen bad guys.

You must shoot high and low to deal with the enemies on both sides of the train.

Look for the first enemy to exit near the stairs ahead. Gun him down and watch for others that might appear alongside the stairs. Meanwhile, three enemies run up the train's opposite side. If you're quick, you can down one of them by shooting between the wheels. After they pass, go prone and line up shots under the train. It's best to avoid moving around the train to get at them.

You won't have much room to maneuver against the interior train guards.

When the outside guards are all dead, take the stairs up to the interior compartment. You hear the enemy firing at you from inside the doorway. They're not too happy. Switch to your M9 SD for some extra maneuverability and slowly slide toward the doorway. When a piece of the first enemy comes into view, down him. Switch back to your M29 for the extra range and step into the doorway. There are two more enemies in the back who can't long survive sustained bursts from your weapon.

BLACKOUT IN A WHITEOUT

The enemies at the second camp aren't shy about standing up for their cause.

Your final goal on this mission is to shut off the enemy's power in this blizzard. The guards at the enemy camp's front gate won't have any of that, however. A soldier in the guard tower and two enemies standing out front have itchy trigger fingers. From the train's cover, take out the tower guard, since he actually has cover. The other two might be super aggressive, but they have no protection, and we know what that means against your weapon.

Lay down cover fire as you seize the gate's corner for a better angle on the interior enemies.

More guards come from the structure in the camp's northwest corner. Lay down some serious cover fire as you race for the gate's left column. From here, you can take shots at either side of the camp and start thinning the enemy herd.

Search for enemy activity on the camp's southwestern side.

The enemy uses the barricades well. Inside the camp to your left, watch for enemies behind the sandbag nest or alongside the parked truck. You must free up the space around these barricades so you can make your way to them and set up yourself.

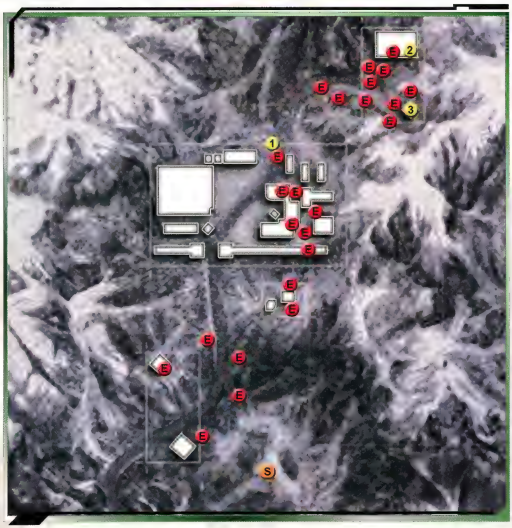
The last few enemies make it difficult to approach the power supply.

When your radar is clear, hoof it to the camp's middle and walk along the trucks toward the two buildings to the west. In the alley between these two buildings, the generator that supplies power to the enemy rests in back. Depending on how well you've done to this point, you probably have one enemy in front of the alley, one at the southeast corner of the second building, and one almost due south of your position behind a barricade. Tread carefully and eliminate these enemies one by one before moving out into the open.

A few grenades from your M29 destroy the power supply and end the mission.

There's no air strike necessary in the alley. You can load up an M29 grenade or two and shoot the power supply. The explosion ends the mission and earns you another solo victory that you can add to your already impressive accolades.

Mission 14: Paik's Revenge



LEGEND

- S — Starting Location
- # — Mission Objectives
- E — Enemy Position

MISSION OBJECTIVES

1. Break through Paik's defenses
2. Defeat Major General Paik
3. Plant demo charge on base of the missile

TIME & WEATHER

December 22, 2007
06:30
Blizzard

GHOST TEAMMATES

Burke (Rifleman, M8)
Kim (Marksman, M8 SMR)
Ramirez (Rifleman, M8)

BEST WEAPON

M8 SMR

EQUIPMENT SETUP

In a blizzard, you want the gun with the longest range, and that's the M8 SMR.

Seeing very far is nigh impossible in the monster storm you walk into for the final mission. That's why it's imperative to take the M8 SMR. The marksman weapon can zoom and identify enemies at least at medium range, if not a bit fuzzy at long range. With that power, you won't stumble accidentally into a nest of enemies, and you have the distinct advantage over the enemy soldiers with their normal weapons.

Of course, you have your standard backup M9 SD pistol and M3A2 rocket launcher. The M9 SD won't prove very useful, though you need the M3A2 to down one tank. Because there's a demolitions objective on the mission, the M183 demo charges occupy your fourth equipment slot.

BREAKING DOWN THE FORTRESS DEFENSES

Surprise the first enemies from the insertion zone hill.

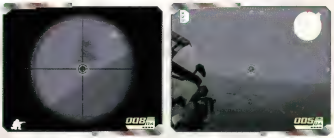
Your insertion zone puts you at an advantage over the nearby enemies. Simply walk toward the slope ahead and crawl to the lip for a prime view of the enemy activity below. Four enemies mill about the barbed wire and trucks. Start off with a headshot on the leftmost enemy and target the rest in succession as you sweep right, ending on the one hiding behind the pine tree.

An enemy sandbag nest sits up on the western hill.

With the first threat removed, move down the path toward the main road. At the corner, under the protection of the overhanging tree, study the hill to the west. Enemies behind a sandbag nest watch over the road from the hill, and two soldiers (one to the nest's right and one in the nest) open fire when you near the road. At maximum range, your M8 SMR should just identify fuzzy figures through the swirling snow.

After the nest goes silent, move out on the road and head north. You won't get too far; two enemies attack from the eastern passage. These two guard the path that leads behind the main defenses. Take them out now before you deal with the other incoming enemies.

Two enemies guard the "back-door" passage in the east.



At the top of the main road, enemies flank to either side.

From the mouth of the eastern passage, continue to survey the main road as it slopes up north. Two enemies, one to either side, arrive out of the snow to harass your team. Zoom on the eastern enemy up on the hill; kill him, then swing to your left and scope out the second enemy in the open.

At the waylay point, ambush the enemies that round the building's corner.

Rather than take the fortress's defenses head-on—they will rip you apart with dual machine-gun turrets—sneak to the back by following the eastern passage around the short hills. You pass the nearest machine-gun nest, and when you spot the guardhouse over the hills, creep up behind the closest pile of ice and snow. Peek out and aim at the building's right corner. Two enemies run toward you from this direction, and you must be ready for them. After they fall, shoot the two machine-gun operators in the back and quiet things down a bit.

Remove the machine-gun nest and its trigger-happy operators.

Turn back to the right and look for a single enemy who stands in front of the hole in the fortress wall. He can hit you if you're not quick on the trigger. When he falls, take one last look around; if you don't see anyone, leave this area and its remaining enemies behind (the second machine-gun bunker can't hit you from this side of the hill).

The next enemy attack shows you where the hole in the fortress wall is located.

Advance on the hole in the wall, but don't go through it yet. A missile explosion rocks the entrance, and you don't want to get caught in that mess. As the smoke clears, dart in and target the enemy on the southern rooftop. He's armed with a rocket launcher, and he won't give you much time before he loads up another missile.

An enemy armed with a rocket launcher guards the nearby rooftop.

You have several enemies to dispatch, but your priorities are the ones firing at you. Usually that includes the guard at the back fence to the east and the soldier at the northwest corner of the brick building. Zoom on any muzzle flares and target the unlucky individual.

Hit the two guards in the back corners by the fence and brick wall.

A second assassin stands on the second (northern) rooftop. He doesn't have a rocket launcher, but he might be hard to spot and his rifle can do serious damage. Before you tackle the remaining ground troops, see that the rooftop enemy bites the dust.

You can finally take a few steps out on the ledge above the courtyard. Notice the shack directly below you. Another enemy waits for an opening here. Sidestep to your right until you catch a glimpse of white uniform; fill it with bullets.

Another assassin lurks on the second rooftop.

Target the enemy below your ledge.

Now you can either proceed down the broken slope to your left, or you can infiltrate the base from the main entrance. If you rush into the main entrance, lots of extra enemies are spawned in the entrance. To infiltrate from the base, descend into the front lot and zoom on the back lot to the right. One last enemy stands at the corner of the northeast building. Plunk him and you've successfully infiltrated the initial enemy defenses and completed the first mission objective.

One enemy inside the compound remains in the far lot.

ENDING THE NIGHTMARE

Reload and take up point at the corner; from here you have a view of the road leading out of the fortress and up the back hill. The road leads to Major General Paik's secret lair, but you must erase a few enemies first.

A few enemies descend the fortress's back hill.

The first group descends the back hill. Stick close to the building's corner to rely on its protective cover. From the corner, you can still mow down all the enemies before they get too far into the fortress.

An enemy tank rumbles into your M3A2 targeting sight.

When you hear the familiar rumbling of an approaching tank, switch to your M3A2. It seems this group of enemies has a tank to play with, and it's rolling down the hill to blast you off your corner. Step out into the back lot (you don't want the M3A2 rocket to catch the building by accident) and jet a missile into the tank's heart. Sidestep to your right for more cover and reload a second rocket. A follow-up strike shatters the tank for good.

Enemies are right on top of you at the first bend.

Now you can travel up the back road that leads to Paik and his elite bodyguards. The bodyguards won't wait for you to come to them; they're already advancing up the road toward you as you approach the first bend. Stay to the right side and carefully peek around the bend to target the first enemy you see.

It's critical that you wipe out the machine gunner at the beginning of your attack.

For the first few minutes, it's going to be a mad scramble of kill or be killed. Gun down the enemies advancing up the road, since they can successfully return fire. When you're prepared to do a little advancing of your own, zoom on the machine-gun nest at the tower's base (on the road's north side). Fire at the enemies clumped there, but you must pull off a headshot against the machine gunner or your men never reach the road's end.

A single guard shells the street from the high tower.

Give your men the Advance command as you target the tower guard. From his perch, he shoots over any cover and can hit anyone. He must be eliminated for your men to penetrate the defenses.

At the outset, more enemies attack from the road's southern side.

Follow your men up the road and look to the right. Until you get closer to the tower, more enemies surface on the road's southern side, including one behind the chain-link fence in front of the shed and one back on the hill in the southeast corner.

Advance up the road and seize the tower for your next cover spot.

When you can see past the guard tower, switch your attention to the left side. One guard kneels behind the barbed wire to the sandbag nest's right, while a second enemy stands behind the nest (though you won't see him until you pass the tower). Kill both to enter the parking lot in front of the missile control center.

Sweep through the enemies leading up the missile control room.

Before you step around the sandbag nest, survey the walkway outside the control room. One or two enemies might stay out on this balcony and shoot down on you from an elevated advantage. If you don't see them up here, they have descended the stairs and have set up in the parking lot ahead.

Step around the sandbag nest and proceed up the left side, between the parked truck and missile control building. Send your men around the truck on the right side. A two-pronged attack splits the enemy's attention and opens up opportunities of fire with which you can finish them off.

General Paik controls the missile from behind bulletproof glass.

With his immediate bodyguards dead, Paik stands defenseless. Or does he? As you climb the steps to the control room and target him through the window, he swears vengeance and presses the missile countdown button. There's nothing you can do to stop him. He's shut himself in the room behind bulletproof glass. Fortunately for you, he won't be an elusive threat; he takes his own life at the end of this sequence, leaving the launching missile as his last act of terror.

Switch gears and go after the enemy defenses around the missile-launching pad.

You don't have much time. Turn to the south and start shooting the enemies behind the fence. You must enter the southern section quickly and move toward the missile-launching pad.

Lay your demo charges directly on the launching pad.

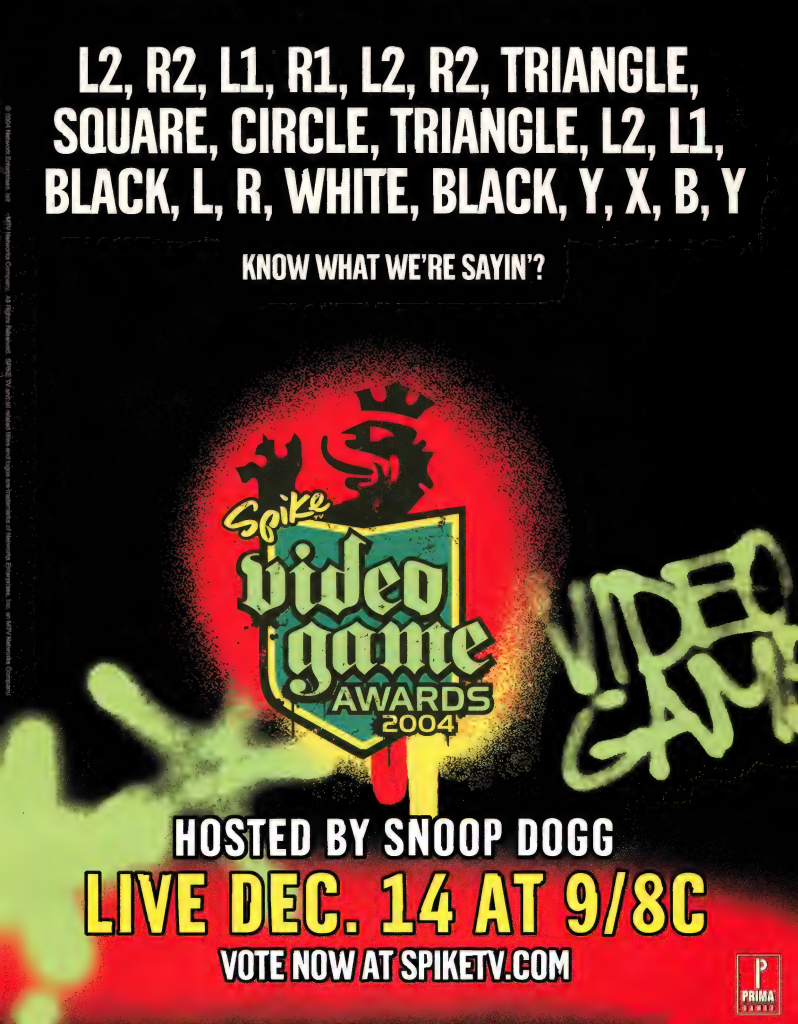
The plan is to set your demo charges on the launch pad itself. If you can blow it up before the missile launches, you avert a global tragedy. Run for the missile base and set your charges.

Fend off the last, vengeance-seeking enemies as your ride arrives.

But there's still more resistance. Even as the countdown clicks down from one minute and 30 seconds, new enemies arrive on the scene to do you in. Brush them back with gunfire and throw yourself behind the nearest cover if you're low on life.

Your escape helicopter touches down with seconds to spare.

The helicopter shows up with 30 seconds left on the clock. It's a extremely close call, but you manage to escape without blowing yourself up. The deadly missile, however, suffers a worse fate. At the conclusion to another successful campaign, the Ghosts have saved the world several times over. Now, who's buying the pizza?


L2, R2, L1, R1, L2, R2, TRIANGLE,
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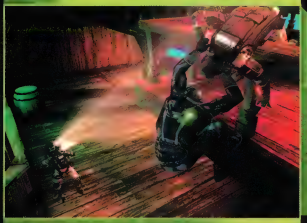

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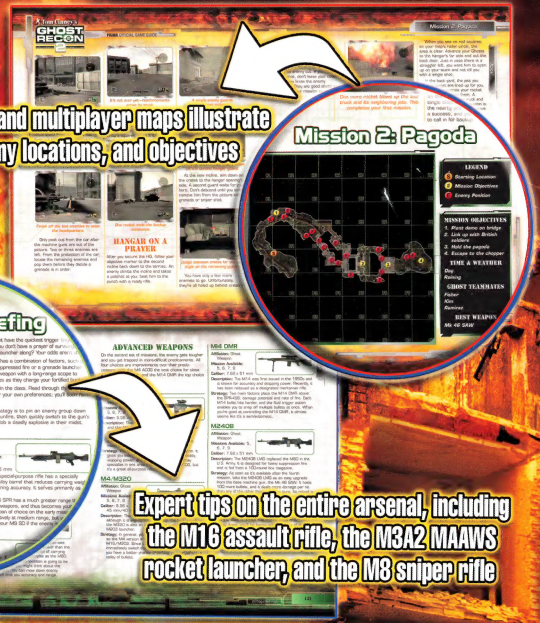

Detailed single-player and multiplayer maps illustrate spawn points, enemy locations, and objectives

Weapons Briefing
BASE WEAPONS
On the first few missions, you start off close with the lightest of the weapons in your arsenal. Some, like the M4A1 are fine, but it doesn't have the range of its advanced models. The M16 models and the M249 can handle any enemy attack, but you get more damage potential with the higher-level choices.
M4A1
Affiliation: Ghost
Weapon
Training Available:
Ch. 4
Caliber: 5.56 x 45 mm
M16
M16 M203
M249
ADVANCED WEAPONS
M4 Carbine
M4 SPR
M4A1
M203
M16A2
M4 SOPMOD
M4 CQBR
M4 Super 90
M4 DMR
M4A2
M4 MGS
M4 SAM
M4 SAW
M4A3
M4 Super 90
M4 CQBR
M4 DMR
M4 SAM
M4 SAW
M4A4
M4 MGS
M4 SPR
M4A1
M203
M16A2
M4 SOPMOD
M4 CQBR
M4 Super 90
M4 DMR

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